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THE LEGEND OF ZELDA ORACLE OF SEASONS

Double Fantasy 58

Plug in your Game Boy Color AC adapter, because you are in for a long adventure. Our extensive review of the simultaneously released The Legend of Zelda: Oracle of Seasons and Oracle of Ages gets you to the fully empowered Rod of Seasons and the time-shifting Harp of Ages. Coverage continues next month.

THE LEGEND OF ZELDA ORACLE OF AGES

Party On, Mario! 22



Our 10-page celebration of Mario Party 3 for Nintendo 64 sets the stage for hours of multi-player gaming fun. The review includes strategies for every game board and more than half of the game's 71 minigames. Take in our party tips for the winning edge.

Maximum Cool 40



F-Zero Maximum Velocity is set to soar onto Game Boy Advance systems when the new name in portable gaming launches in June. Our F-Zero preview demonstrates why only a system as powerful as the Game Boy Advance could contain the intensity of the futuristic racing thriller!

Who Won? 90



Want to know what Nintendo Power readers voted as the guiltiest gaming pleasure of last year? How about the most innovative or most overlooked game? The results for the 2000 Nintendo Power Awards are in!

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PLAYER'S PULSE

We've opened so much mail our paper cuts have paper cuts, and your creative Pokémon nicknames have left us speechless. While many Trainers call their Pokémon something near and dear to their hearts, a few sly devils actually use names as strategy. And it's not just Pokémon who have scored new handles—keep reading for more of your amazing Nintendo noms de plume.



THE NAME GAME

Referring to the Write Away, Right Away from Volume 142, I named my Tyranitar "Godzilla," my Corsola "Surfboard" and my Togetic "WingRider." My Pokémon are unbeatable!

Chris Bajek
Via the Internet

I have to thank my mom for a Pokémon nickname. I was trying to think of a name for my Butterfree, and she suggested "Margarine." I asked her why and she said, "It's butter-free!"

Sipex
Via the Internet



I have an Alakazam named "Psy-Fi," an Exeggutor named "Boomer" and a Sudowoodo named "Wispy" in honor of the Wispy Woods in Kirby's Pinball Land.

Pokéfan Collin
Las Vegas, NV

I have all three legendary dogs, and one is named "MagiKarp." I did that because I like to see the faces of my opponents when they see the name MagiKarp and all of a sudden Raikou appears. Ohhh, it's funny!

Pam Witte
Via the Internet

That's a tricky tactic. We'd like to see you match wits against the Trainer who sent us our next letter.

I always name the second Pokémon in my party "Mew." Why? So when I'm battling friends and they see I'm about to send out Mew, they panic and bring out an anti-Psychic type. It's a great strategy!

William Erskine
Via the Internet

Nobody names Pokémon like my cousin. His names deserve the spotlight. Golbat is "Count Chocula," Persian is "Meow Mix," Ditto is "Guy Incognito" and Krabby is "Judge Judy!"

Mars
Via the Internet

We the jury hereby find your cousin guilty of having some very funny names.



In Pokémon Blue, I named my Squirtle "Turt" because I was too lazy to write the word turtle.

Vince
Via the Internet

Maybe you should stick to training Snorlax instead.

I have a Sentret in Pokémon Gold that lost every single battle. I was getting really annoyed, but soon I was battling in the first Gym and he was my only Pokémon left. I brought him out to fight a Pidgeotto, and my Sentret beat him in one hit! I went to the Name Rater and dubbed my Pokémon "Miracle."

Katherine Grant
Clifton, NJ

LETTER OF THE MONTH

I am concerned about the amount of electricity my video game systems take up. Do they require a lot of energy, or is it not a big problem for my electrical bill?

Cuong Yin
Via the Internet

That's a timely question considering all the hullabaloo over power prices these days. As far as our systems, the Nintendo 64 sucks up a mere 24 watts, the Super NES uses 17 watts—not including the power required for the TV itself—and the Game Boy Color barely makes a ripple at 3 watts. If that seems high, keep in mind that most lightbulbs use between 60 and 120 watts of power. It takes more power to switch on a light than it does to have Mario light up a Koopa Troopa.





I train a shiny Houndoom that I call "LimpBizkit," 'cause I think he's way ill!

Nick D.M.
Salt Lake City, UT

Way ill? You mean he has the Pokérus? Don't worry—it's perfectly harmless.

Here are a few of my names. My Rattata is named "Indigo-go," my Bellossom is called "DiscoFever" and my Gastly is called "Poe!"

Meaghan Krebsbach
Austin, TX

I have a nickname, now that I think about it. I call the banker from Majora's Mask "Bank Dude." Original, huh?

Evan Bleumer
Via the Internet

I call the pink car in Beetle Adventure Racing "Od." I nicknamed my Snorlax "Sleeplax" and my Weezing "Stu." Finally, I nicknamed you guys "'Da Bomb!"

Ian W.
Bothell, WA



My favorite character from The Legend of Zelda: Majora's Mask is the dog in Clock Town. He always attacks Link whenever he's wearing the Deku Mask, so I call him Jaws. But Link gets his revenge when he takes the mask off, because I always throw Jaws into the pond near the clock!

Ralph Perez
El Paso, TX

The pond seems like an appropriate place for a critter named Jaws to spend his time.

I call myself Zelda when I play Ocarina of Time, because it sounds funny when the princess says, "Zelda... strange, it sounds somehow familiar." PS—Could you guys talk about Winback?

John
Via the Internet

Winback? Strange, it sounds somehow familiar. Check out Classified Info for a new Winback code.

My friends and I call Gabor from TWINE "Papa Fettuccini." We think he's chunky from too much pasta.

Mikeman122
Via the Internet

Thanks one and all for the nickname extravaganza! But there is still the matter of Zelda's Mask Salesman to address. Look below to see what we mean.

MASK YOUR FEELINGS

I have a nickname for the Mask Salesman from the N64 Zelda games. I call him "Happy Dude of Hyrule." I gave it to him because no matter where or when you see him, he's smiling.

Anonymous
Via the Internet



And now, a counterpoint . . .

I love Majora's Mask, but you know the Mask Salesman? Although he's one of my favorite characters, he's seriously scary. Especially when he gets mad! Maybe that's why he rarely opens his eyes—because he's so freaky looking!

Sammie St. Claire
Moreno Valley, CA



When we asked the Mask Salesman what he thought about Sammie's letter, he said "Oh, I don't mind so much . . . NOW GIVE ME MAJORA'S MASK!"

SCREEN SHOT SHAKEDOWN

How do you take screen shots? Do you have a special little camera or what?

Anonymous
Via the Internet

We asked Chris—our prepress assistant, master screen grabber and Tony Hawk's Pro Skater guru—to explain how he works his magic. He begins by using a device called a Digital Video Media Converter. The DVMC takes the signal from the game system and turns it into an image that his computer—an Apple Macintosh G4—can read. He then uses software such as Adobe Premiere or Apple's Final Cut Pro to make a movie of the game. Finally, he pulls out individual frames from the movie and our graphics team puts them in the magazine. We make all the movies on nintendopower.com the same way.

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ME TALK REAL PRETTY SOMEDAY

When you guys get letters for the new (and better!) Player's Pulse, do you correct spelling and punctuation? I sincerely doubt that everyone who reads your mag is an A+ speller. And when people send e-mail, it's usually full of errors.

Smooth Operator 286
Via the Internet

While we always try to keep the intent of every published letter, we do sometimes edit for spelling, grammar and content. Other wise, wed hav lots of lettrs witch looked all funni, jest lyke this won.

PAPER PRAISE

Great job with Paper Mario. I was the first one at my school to get it, and the very next day everyone was asking me for help! Later, one of my teachers forgot his lesson plan. When I asked him why, he said, "I was beating up on Shy Guys all night!"

Stupidgenius2064
Via the Internet



Maybe your teacher will give you extra credit if you help him through Dry Dry Desert.

SK8 R@S 4EVR

I believe that Tony Hawk's Pro Skater is the best game ever made. When I saw in Volume 131 that THPS2 would be released, I was ecstatic—until Volume 133 arrived and said it had been dropped. I was, needless to say, devastated. Then I got Volume 142. Game Watch said it was back in production! Is this just some cruel and unusual punishment, or is it really true?

Mitchell Rose
Via the Internet

It's glorious and true. The Hawk's wicked sequel will thrash its way onto your N64 this August.

BABY WITH THE BATHWATER

Will Nintendo be making a converter that lets you play all of your N64 games on Nintendo GameCube? I have lots of Nintendo gear, and I don't want to sell it to a pawn shop or some kind of secondhand store, but I don't know any other way to get the games off my hands.

Gregory Williams
Via the Internet

Nintendo GameCube will not have an N64 adapter. But before you run off to the neighborhood pawn shop, here is a brief suggestion: hang on to your system! The N64 is a well-built machine that should last for years after Nintendo GameCube is released. You wouldn't believe how many letters we get from people who want to get their hands on a Super NES or even the original NES. After all, what gamer doesn't get the urge to fire up Metroid or Kid Icarus once in a while?



A SIMPLE REQUEST

Hey, I've got a great idea! Why don't you make a Dragonball Z game! It's the coolest show ever!

Everyone
Via Everything

We get more than a few Dragonball Z questions. And while we don't have a confirmed game on the horizon, fans of the show should check out our GBC Dragon Warrior III preview on page 50. All the monster and character art in the game was designed by Akira Toriyama, the same man responsible for Gokou, Trunks and the rest of the Dragonball crew. Plus, DW III is a total blast!

WHERE DID YOU GO?

I was wondering what happened to the game com-

POWER CHART

We have a lot of popular characters here at Nintendo, but who is the leader when it comes to appearing on our cover? This month's Power Chart looks into the question, counting the 13 stars who have graced the front of Nintendo Power the most.

COVERING THE NP COVERS

1. **Mario: 16 times**
2. **Bowser: 7 times**
3. **Link: 7 times**
4. **Yoshi: 7 times**
5. **Donkey Kong: 6 times**
6. **Diddy Kong: 5 times**
7. **Dixie Kong: 4 times**
8. **Kirby: 4 times**
9. **Mega Man: 4 times**
10. **Pikachu: 4 times**
11. **Batman: 3 times**
12. **Ken Griffey Jr.: 3 times**
13. **Simon Belmont: 3 times**

ARENA CHALLENGE



The March 10 deadline has come and gone, and the first ever Banjo-Tooie Saucer of Peril Arena Challenge was a smashing success. Our third place winner, with 593 points, was Dan Sacco of Hackettstown, New Jersey. Flying in at second was Zach Votipka of Rocklin, California, who finished with 597 points. The winner was Michael Flanagan of Williams Bay, Wisconsin, who ended up with an astounding 611 points—securing Banjo-Tooie bragging rights for years to come. Way to go, everyone!

pany Codemasters. They must be very rare, because no one I know has never heard of Codemasters or their games.

MP2000
Via the Internet



You'll be pleased to hear that Codemasters is alive and well. In fact, they recently released two new games for the Game Boy Color—Pro Pool and Cannon Fodder. The latter was even nominated for the prestigious "Most Overlooked Game" award in our annual Nintendo Power Awards. How did it fare? Look on page 90 to find out.

THE LEARNING CURVE

I'm 15 years old, and I love to play driving and racing games like Cruis'n World with my V3FX Racing Wheel. One day, my dad stopped his truck, got out, and said, "I want you to drive so we can get your learner's permit." I was shocked, but I actually managed to do pretty well for my first time. When I told my dad it was because of all the driving I did on the N64, he just laughed. But I know it's true. Who knows? Maybe video games will be used to train drivers someday.

Travis Mathena
Guilford, IN

Many driving schools already use video games to help their students. Other professions that use video games and video simulators for training include airline pilots and police officers.

MARIO'S MUSICAL MUSINGS

I just made it to the end of Paper Mario, and I was so busy taking in the sights and sounds that I didn't catch the name of the composer. I loved the music in the game! I wanted to find out who composed it, but I just rented the game and had to bring it back. Also, do you intend to release the music in soundtrack form? I'd love to have it. Keep up the good work on the magazine!

Maria T. Soto
Via the Internet

The composer for Paper Mario was none other than the famous Yuka Tujiyoko. And there is a two-CD set of Paper Mario tunes that is currently being offered as a subscription bonus.

THE TRANSFER PAK TANGO

Does Nintendo have plans to make any games—besides the Pokémon series—that are compatible with the Transfer Pak? That would be an excellent use of established technology.

Andy Cherolis
Via the Internet



Actually, Andy, there are already a number of games out there that use the Transfer Pak technology, including Perfect Dark, Mario Tennis, Mario Golf and Mickey's Speedway USA. And since you'll be able to link your Game Boy Advance directly to your Nintendo GameCube, we're expecting many more games to use transfer technology in the near future.

THE GAME BOY ADVANCE PRICE IS RIGHT

Hey! How much is the Game Boy Advance going to cost? Thanks!

Chris
Via the Internet

Your letter is so direct and to the point, we can't help but answer with the same. The MSRP, or maufacturer's suggested retail price, is $99.95. That means $99.95 is what we are recommending merchants charge for the GBA, but each store is free to raise or lower that price as they see fit—so be sure to check out a couple of different stores before you buy.

Border art provided by:

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Erik Yates, Friendswood, TX
Garrett Zimmerman, Brooklyn Park, MN

WRITE AWAY. RIGHT AWAY



Game Boy Advance is out of the box, and Japanese gamers are enjoying the next generation of portable play as we speak. So what excites you most about the new system? The graphics? Maybe the link to Nintendo GameCube? And what games do you want to see on the system? Send responses to the address at the bottom of page nine.

ARTIST'S GALLERY

It's sports month in the Artist's Gallery, and skateboards appear to be in high demand. Our next assignment will take some thinking. We want to see pictures from your favorite Super NES game. Send your most creative work to the address at the bottom of page nine—we'll publish the standouts in our July issue.



Peter Melton
Huntington Beach, California



Levi Emerson · Longview, Washington



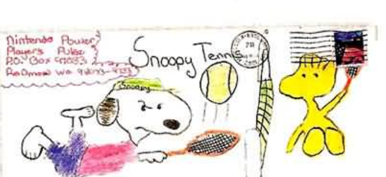
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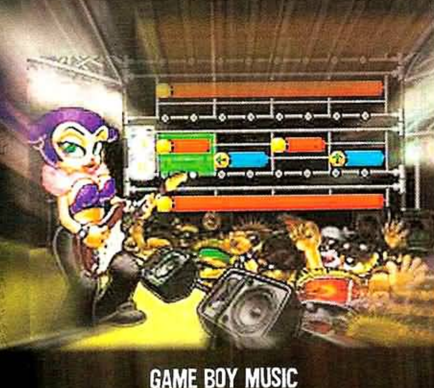
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GAME WATCH

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GAME BOY MUSIC

THIS MONTH

Castlevania: Circle of the Moon

Tony Hawk's Pro Skater 2



ChuChu Rocket

Pitfall: The Mayan Adventure

Also this month:
Tetris Worlds
Dodge Ball Advance
Ready 2 Rumble Boxing 2
Dragon Warrior Monsters 2
GT Advance Championship Racing

MAKING MUSIC ON GAME BOY ADVANCE



At the 2001 Tokyo Game Show, Nintendo Co. Ltd. revealed the most innovative piece of software yet for Game Boy Advance. Game Boy Music is an amazing music creation program created by Nintendo's sound development group. Players follow a musical score on the GBA screen using buttons and the Control Pad. The Game Boy Advance PCM musical chip is so sophisticated that it can reproduce realistic instrumental sounds. You don't need to know how to read music, either, because Game Boy Music uses a simplified 8-note scale presentation and colorful graphics to guide the musician through preset tunes. The software contains 25 original Nintendo songs and 20 additional popular pieces. Once players get started, they can create their own music using approximately 50 different synthesized instruments, including electric guitar, acoustic guitar, distortion guitar, electric bass, chopper bass, synthesized bass, acoustic piano, electronic piano, rock organ, violin, viola, contrabass, drums, trumpet, tenor sax, vibraphone, trombone, oboe, clarinet, piccolo, flute, marimba and harmonica. Players can link their GBA consoles in the Band Play Mode and jam together, as well. Game Boy Music will come packaged with minispeakers and a stereo minicable for improved sound reproduction. The speakers require three AA batteries for power. Game Boy Music will be released in September in Japan, but there's no word yet on a North American release date. Stay tuned.





GAMERS CAMP OUT FOR ADVANCE LOOK

Gaming journalists from around the world recently descended on Costanoa Lodge and Camp near San Francisco to see 17 of the launch titles for Game Boy Advance. Super Mario Advance, F-Zero Maximum Velocity, Mario Kart Advance and Rayman Advance were among the hotly anticipated titles, although Mario Kart Advance won't be released for several months following the launch. The gaming world also got its first chance to see several other games, such as Iridion 3D, Army Men Advance and Bionicle: Tale of the Tohunga. The biggest hits turned out to be Castlevania: Circle of the Moon, Tony Hawk's Pro Skater 2, Dodge Ball Advance and Pitfall: The Mayan Adventure, which you can read about on the following pages of Game Watch. Fire Pro Wrestling, Lady Sia, Ready 2 Rumble Boxing 2, Tweety and the Magic Jewel, Top Gear GT Championship and Konami Krazy Racer also made a splash at the camp. So pull up a log and check out the games as Nintendo Power revisits Camp GBA.

IRIDION INVASION

Majesco's Iridion 3D is a space shooter featuring six huge levels, constant action, gorgeous graphics and cool weapon power-ups. Running at 60 frames per second, Iridion is one of the best-looking GBA games of the first wave. Players pilot their starship through six 3-D worlds filled with alien attackers. It's harder to put down than a marshmallow on a stick.





Iridion 3D

TROOP ADVANCE

Army Men Advance from 3DO has a more cartoonish look than previous Army Men games, but players still battle Tan forces in plastic and human worlds. Sarge charges fearlessly into combat in 17 stages, or players can choose to be a more stylish hero by playing as Vikki. Players also get to drive tanks and boats and solve puzzles in their quest to bring Plastro to justice. Our campers said it was more fun than tipping over a canoe.





Army Men Advance

ATLUS GETS A HIT

The biggest surprise at Camp GBA was Atlus's Dodge Ball Advance. Based on Super Dodge Ball from the days of the Nintendo Entertainment System, DBA is an all-new game with great graphics and fast, throwing action. Team members have hit meters, so they don't get thrown out after one slam. Players can customize the attributes of their teams and take on international teams in a global tournament. There are 50 special throws, and the cool two-player option was one of the favorites at the camp.





Dodge Ball Advance

MIDWAY IS READY 2 RUMBLE

Ready 2 Rumble Boxing: Round 2 also debuted at the camp. The GBA version of the popular arcade punch-a-rama had familiar boxers and a rotating ring to give it something of a 3-D feel. The Training Mode helps get players up to speed in the ring. When boxers are ready to rumble, they'll take on a ladder of pugilists and unlock hidden opponents. Luckily, no fights broke out over this one.





Ready 2 Rumble Boxing: Round 2

FIRST PLAY

HANDS-ON PREVIEWS OF UPCOMING GAMES

DRAC IS BACK

Konami's Castlevania series has a rich gaming history, ranking with Mario and Zelda games in the hearts of many players. So it was with great anticipation that we've been waiting for a chance to play Castlevania: Circle of the Moon for Game Boy Advance. Stoking the flame of our excitement were reports from evaluators in Japan who gave it the highest score ever received by a Game Boy title. Now, having seen Castlevania, we can report that the phenomenal score was deserved. From the haunting musical chant of the opening screen to the exceptional play control and brooding atmosphere throughout the game, Konami has created a brilliant platform title that goes beyond any of its predecessors. A new item system features magic and cards that give you special powers, which you can access using the Right and Left Buttons. In fact, you can configure your hero's control functions any way you want. As for the action, you'll find plenty of nasty traps and a huge castle full of treasure, hidden rooms, frightening enemies and powerful bosses. Castlevania: Circle of the Moon is a game that you won't want to put down, and since GBA is portable, you won't have to.







SWINGING INTO ACTION

Another classic platformer that featured whips and danger was Pitfall: The Mayan Adventure for the Super NES. Majesco's excellent new version of the game for GBA will whip up even more excitement than the original. The action takes place in the South American jungle where Pitfall Harry Jr. swings from vines, explores temples and collects treasure. There are 10 main stages in the 2-D side-scroller and several bonus worlds found only in the new GBA version of the game. The play control and graphics are top-notch, too, thanks to an up-and-coming development team at PipeDream Interactive, the same developer that made Earthworm Jim for GBA. Pitfall will be ready for the North American launch of Game Boy Advance. It's another adventure you won't want to miss.







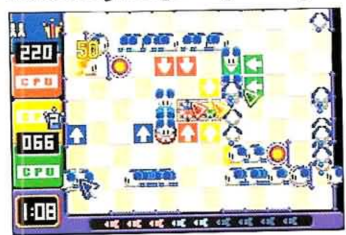




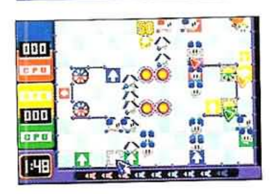


SAVE THE MICE

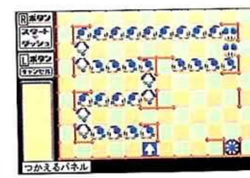
Sega's ChuChu Rocket for Game Boy Advance combines puzzle and action elements brilliantly to create one of the most engrossing brain games to grace a Game Boy system since Tetris. The idea behind ChuChu Rocket is simple enough—players must guide mice (ChuChus) out of each room using directional signs. The mice are a bit thick and won't save themselves if left on their own. The mazelike layout of each room provides the challenge, along with the hungry, patrolling felines that prowl through many of the rooms. If you plant your signs in the right places, however, the mice will scurry into waiting spaceships and blast off to safety. ChuChu Rocket is available in Japan, and Sega hopes to release it in North America with the launch of Game Boy Advance.

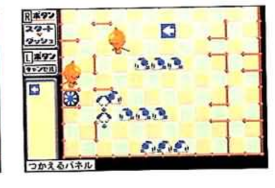












TONY'S TRIUMPH

Activision's Tony Hawk's Pro Skater 2 for Game Boy Advance is one of those rare titles that make gamers' jaws drop. Donkey Kong Country had the same effect on Super NES players, and Super Mario 64 blew away the N64 audience. Pro Skater 2 bowls people over with 3-D graphics, play control on par with a console game's and the full range of moves and goals that you'd find in the big brother versions of Tony Hawk. It's even more impressive when you consider that THPS2 creates a 3-D environment on a system that isn't supposed to support 3-D. Don't believe it. The 32-bit processing power of the GBA calculates a 300-polygon skateboarder on the fly and renders it as sprites that appear almost lifelike on the screen. There's more to the magic than that, of course, but the effect is stunning, and the game is probably the first must-have title for GBA. Next month, Nintendo Power will present a full preview of Tony Hawk's Pro Skater 2, but for now, just enjoy the show.













THE HAWK IS IN THE HOUSE...

N-SIDER NEWS

BREAKING NEWS IN THE WORLD OF GAMES

NINTENDO REVEALS FUTURE OF ADVANCE GAMES

In two separate press events, Nintendo recently revealed tantalizing tidbits about several upcoming Game Boy Advance games. The first event took place in Japan just before the launch of GBA at the end of March. Mr. Satoru Iwata, Corporate Planning Division Director/General Manager, Nintendo Company Ltd., wowed reporters when he revealed that updated versions of Nintendo classics were on the way for GBA. Mr. Iwata mentioned **Metroid, Super Mario Bros. 3, Super Mario World, Yoshi's Island** and **Yoshi's Story**, and he hinted that Nintendo is working on several highly innovative games for GBA that were too secret to discuss. (See this month's lead story on Game Boy Music.) Several weeks later, Ken Lobb, Director of Product Development at Nintendo of America addressed the GBA gamer's summit near San Francisco. Ken told the journalists that the Metroid game for GBA was an all-new game instead of an updated version of Super Metroid for the Super NES. Ken also mentioned that Rare has dedicated a substantial portion of its talented workforce to Game Boy Advance, and he promised that gamers would be blown away by the GBA titles that Rare is developing. Although none of the titles mentioned in the press conferences have a set release date for North America at this time, you can bet that some great titles are on the way.

THE ENVELOPE, PLEASE

The Academy of Interactive Arts and Sciences held its fourth annual Interactive Achievement Awards on March 22nd in San Jose, California. British humorist Martin Lewis hosted the event, at which awards were given in 27 categories. The Legend of Zelda: Majora's Mask won awards for Console Action/Adventure Game of the Year and Outstanding Achievement in Game Design. Mario Tennis won the award for Console Family Title of the Year. Other winners included SSX for Playstation 2, with five awards, and Final Fantasy IX for PSX, which took home three awards. Blizzard's Diablo II for PC won Overall Game of the Year and Doom creator John Carmack was inducted into the Academy Hall of Fame. Nintendo Power would like to congratulate all the winners.



The Legend of Zelda: Majora's Mask

KIRBY'S ADVANCE?

Don't be surprised if you see an unusual Game Boy Advance on the shelves shortly after the June 11th launch of the handheld console. Nintendo is planning to ship a limited number of pink Game Boy Advance consoles shortly after launch. The Fuchsia GBA will be semitransparent like the



bluish-hued Glacier unit, but it will have a tint of hot pink, perfect for a well-rounded hero on the go.

TETRIS FOR THQ

THQ knows a good license when it sees one, and when it comes to video games, no license is better than Tetris. The puzzle game that revolutionized its genre and sold millions on the original Game Boy is set to return on Game Boy Advance. **Tetris Worlds** will feature classic Tetris and new, enhanced versions of the world's most popular puzzle game—seven modes in seven worlds with special Tetris rules. Up to four players will be able to link their Advances for multiplayer action. In addition to the GBA version of Tetris Worlds, THQ plans to develop a version for Nintendo GameCube, as well.



Tetris Worlds

ACTIVISION ADVANCES

Activision has become one of the hottest video game publishers in North America over the past few years, so it's no surprise that the Big A is gearing up for a huge presence on the hottest video game system of the year—Game Boy Advance. Recently, Activision announced its first six titles for GBA. Leading off the lineup is **Tony Hawk's Pro Skater 2**, which is likely to become a benchmark for all future sports titles on the handheld console. After Tony, the active visionaries are planning on releasing **Mat Hoffman's Pro BMX, Shaun Palmer's Pro Snowboarder, Spider-Man: Mysterio's Menace, X-Men: Reign of Apocalypse** and **Doom**, based on id Software's classic first-person shooter. If the other five games are anything like Tony Hawk, Activision will soar to new heights on Advance.

MORE MONSTERS FROM ENIX

Dragon Warrior Monsters 2 from Enix is on the way for Game Boy Color. Actually, there are two versions of the game, Dragon Warrior Monsters 2: Cobi's Journey and Dragon Warrior Monsters 2: Tara's Adventure. Cobi and Tara are brother and sister.



Dragon Warrior Monsters 2

GAME WATCH FORECAST

The kids must save GreatLog from sinking, and the only way to do that is to train a super team of monsters. Over 300 monsters are hidden in the game, and players can use Game Link Cables to trade and battle their monsters. Enix is planning a fall release for the latest monster RPG.

GT ON THE LINE

THQ, has snatched up one of the coolest launch titles for GBA in Japan—**GT Advance Championship Racing**—just in time to bring it to the starting line for the North American launch. GT's incredible graphics create a 3-D racing environment on Game Boy Advance that you'll have to play to believe. Drivers choose cars, customize their settings, then head for the tracks in Championship or Time Attack Mode. Once you're on the road, you can cut corners, crowd out competitors and squeal around hairpin turns in a balanced drift. There's never been a handheld racing game like GT for pure racing fun.



GT Advance Championship Racing

A PARTING SHOT

Pinobee: Quest of Heart is one of the launch titles for Game Boy Advance in Japan. Everything about the game is impressive! Great graphics, sharp play control and super challenge. As a parting shot, we thought we'd take another look.



Pinobee: Quest of Heart

Dodge Ball Advance

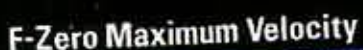


Atlus

Earthworm Jim



Majesco



F-Zero Maximum Velocity



Nintendo

Jimmy Neutron



THQ

Mega Man Battle Network



Capcom

Super Street Fighter II



Capcom

NINTENDO 64

- TONY HAWK 2

GAME BOY COLOR

- ALONE IN THE DARK
- AMF BOWLING
- CRUSADERS OF MIGHT & MAGIC
- CURIOUS GEORGE'S ADVENTURES
- DOUG'S BIG GAME
- DRAGON WARRIOR III
- GAUNTLET LEGENDS
- HERCULES
- HIGH HEAT MAJOR LEAGUE BASEBALL 2001
- THE LAND THAT TIME FORGOT
- LUFIA: THE LEGEND RETURNS
- MEGA MAN XTREME 2
- RUNELORDS
- SPIDER-MAN 2: THE SINISTER SIX
- T-TEX
- TOP GUN
- V.I.P.
- THE WORLD IS NOT ENOUGH
- X-MEN: WOLVERINE'S RAGE

GAME BOY ADVANCE

- AERIAL ACES
- ARMY MEN ADVANCE
- BIONICLE: TALES OF TOHUNGA
- BOMBERMAN STORY*
- BREATH OF FIRE
- CAESARS PALACE
- CASTLEVANIA: CIRCLE OF THE MOON*
- CHUCHU ROCKET
- DEXTER'S LABORATORY
- DODGE BALL ADVANCE
- DOOM
- DRIVEN
- EARTHWORM JIM
- ECKS VS. SEVER
- EUROSOCCER
- F-18
- F-ZERO MAXIMUM VELOCITY*
- FIEVEL: AN AMERICAN TAIL
- FINAL FIGHT
- FIRE EMBLEM*
- THE FLINTSTONES
- FORTRESS
- GAME BOY MUSIC*
- GAME BOY WARS ADVANCE*
- GOLDEN SUN*
- GOLF MASTER*
- GT ADVANCE CHAMPIONSHIP RACING
- HIGH HEAT MLB BASEBALL 2002
- HORSE RACING DERBY*
- IRIDION 3D
- JIMMY NEUTRON
- KAO THE KANGAROO 2
- KURU KURU KURU-RIN*
- LADY SIA
- LAND BEFORE TIME
- LEGO ISLAND II: THE BRICKSTER'S REVENGE
- LEGO RACERS II
- M&MS: LOST IN TIME
- MAGICAL VACATION*
- MAIL DE CUTE*
- MARIO KART ADVANCE*
- MAT HOFFMAN'S PRO BMX
- MEGA MAN BATTLE NETWORK
- MEN IN BLACK
- METROID
- MLB SLUGGERS
- MOMOTARO FESTIVAL*
- MONSTER BREEDER*
- NAPOLEON*
- NFL BLITZ 2002
- NHL HITZ
- PAINTBALL
- PINOBEE*
- PITFALL: THE MAYAN ADVENTURE
- PLANET MONSTERS
- POWERPUFF GIRLS
- PREHISTORIK MAN
- READY 2 RUMBLE BOXING: ROUND 2
- ROCKET POWER
- RUGRATS
- SCOOBY-DOO AND THE CYBER CHASE
- SHAUN PALMER'S PRO SNOWBOARDER
- SILENT HILL*
- SPIDER-MAN: MYSTERIO'S MENACE
- SPONGEBOB SQUAREPANTS
- SPORTS ILLUSTRATED 4K BASEBALL
- SPORTS ILLUSTRATED 4K FOOTBALL
- STAR COMMUNICATOR*
- SUPER MARIO ADVANCE*
- SUPER MARIO BROS. 3
- SUPER MARIO WORLD
- SUPER STREET FIGHTER II
- TACTICS OGRE*
- TETRIS WORLDS
- TINY TOONS (2 TITLES)
- TONY HAWK'S PRO SKATER 2
- TOP GEAR GT ADVANCE*
- TWEETY AND THE MAGICAL JEWEL*
- WAI WAI RACING*
- WWF
- X-MEN: REIGN OF APOCALYPSE
- YOSHI'S ISLAND
- YOSHI'S STORY

* ANNOUNCED IN JAPAN

Nintendo Online





Nintendo Fans in Cyberspace

While nintendo.com and its related sites are your official online source for Nintendo news, strategies and more, there are dozens of fun and well-informed unofficial sites that are dedicated to Nintendo games and characters and are worth checking out. Many of the sites feature artwork created by and for Nintendo fans. One of the biggest collections of fan art online can be found at nintendoland.com. In addition to many pages of quality art, the site includes several game reviews, fan fiction, poetry and some Nintendo history. Three big sections on the site are dedicated to the Mario series, the Legend of Zelda series and the Metroid series. If it's news about Mario that you crave, you can log on to smbhq.com, where information and opinions about our favorite video game plumber flow freely. The Neon Castle (www.redrival.com/turtledove) focuses on fan art, including Nintendo-inspired comics and net cards. For editorials on issues related to Nintendo games and systems, nintendojo.com is a good site to visit. You'll also find Nintendo-related news on tendobox.com and nintendo-z.com. All of the sites mentioned here appear to feature original content, are frequently updated and are well-maintained. You can find links to even more Nintendo fan sites in the N-sider section of nintendo.com. We're all over the web!

EVERYONE'S INVITED





marioparty.com

Get ready to party! The official site for Mario Party 3 will go online when the game is released in early May. One of the themes for the site is party planning. Features in the works include a custom party invitation maker, a collection of Mushroom Kingdom party recipes and an online beat-making machine that will allow you to create your own party music using a library of beats and samples from classic Mario games. Since the Mario Party series is known for its plethora of minigames and since previous Mario Party sites have included their share of Flash-driven minigames, you can be assured that the Mario Party 3 site will keep up with that tradition. Some minigames on the site will be based on sections of the Mario Party 3 game; others will be completely new and exclusive to marioparty.com. Minigames are so much a part of the Mario Party 3 site landscape that the only response Online Manager Dan Owsen has when asked about the site is, "Minigames, minigames and more minigames." While we work on expanding Dan's vocabulary, you can enjoy the sights, sounds, recipes and, of course, minigames of marioparty.com.

QUICK BYTES



What's in store at nintendopower.com? Game footage and tips aplenty, of course. As you know, the "NP" logo, seen in the pages of every Nintendo Power issue, is an indicator that more information on the called-out subject appears on our website. This month, look for footage of The Legend of Zelda: Oracle of Seasons, Mario Party 3 and much more.



The writing staff of Nintendo Power went online in March to answer questions from chat participants about the magazine, the latest games and a variety of offbeat subjects. It was such a success that we've decided to have a chat session at the beginning of every month. Look for us online!



The 2001 Electronic Entertainment Expo (better known as E3) will be held May 16-19. It promises to be a big show for Nintendo with the unveiling of dozens of games for both Game Boy Advance and the Nintendo GameCube. Log on to nintendo.com for live updates during the show. Our online staff is hoping to put together a live Webcast of an interview with master game designer Shigeru Miyamoto.

HIT LIST

After a month at number one, mariotennis.com has dropped to the fifth slot to make way for the debut of the official Paper Mario site. Papermario.com jumped to the top of the list with nearly 200,000 visitors in the month of February—about 7,000 per day!

1. papermario.com
2. zelda.com
3. heyyoupikachu.com
4. pokemonstadium.com
5. mariotennis.com

TILTNTUMBLE.COM

Game Boy Color players will soon be using body english and balance to roll and pop the pink puffball, Kirby, through his latest innovative adventure. The official Nintendo website for Kirby Tilt 'n' Tumble provides wallpaper, winning strategies and maps for all eight of the game's worlds. Online Writer Andy Hartpence assures us that visitors to tiltntumble.com will not be required to tilt their computer keyboards to navigate the site.





NINTENDO WEBSITE LIST

banjo-kazooie.com
banjo-tooie.com
bioniccommando.com
camphyrule.com
carringtoninstitute.com
datadyne.com
dkr.com (Diddy Kong Racing)
donkeykong64.com
drmario64.com
excitebike64.com
funtography.com
fzerox.com
gameboy.com
gameboy.com/aliceinwonderland
gameboy.com/crystalis
gameboy.com/littlemermaid
gameboy.com/warlocked
heyyoupikachu.com
jetforcegemini.com
kirby64.com
mariogolf.net
marioparty.com
marioparty2.com
marioparty3.com
mariotennis.com
mickeysspeedwayusa.com
nintendo.com/goldeneye007
nintendo.com/n64/ccsite (Command & Conquer)
nintendo.com/n64/newtetris
nintendo.com
nintendopower.com
nintendosports.com
papermario.com
perfectdark.com
pokemon.com
pokemoncardgb.com
pokemongold.com
pokemonpuzzleleague.com
pokemonsilver.com
pokemonsnap.com
pokemonstadium.com
radiozelda.com
ridgeracer64.com
rogue.nintendo.com (Star Wars: Rogue Squadron)
smashbros.com
starcraft64.com
starfox64.com
swracer.n64.com (Star Wars: Episode I: Racer)
tiltntumble.com
waluigi.com
warioland3.com
yoshisstory.com
zelda.com

NP — When you see the NP logo next to a tip or game preview in Nintendo Power, it means you can see more on nintendopower.com.

MARIO PARTY 3

Break out the confetti and noisemakers, because Mario is back and throwing his biggest bash ever. Cutting loose with 71 new minigames (including shindig shenanigans reminiscent of Tetris's blockbusting, StarFox's dogfighting and Mario Golf's putting), Mario Party 3 is bursting with fun reasons to celebrate. The party modes shown below are just two of them.



BATTLE ROYAL





Mario Party pioneered the board game genre for video games, and Battle Royal Mode is the tried-and-true way to play. In Mario Party 3, one to four players can explore the six Battle Royal boards for chances to play any of the 71 minigames.

DUEL



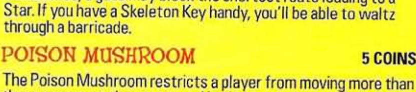


NP Fight for your right to party in Duel Mode. The all-new two-player game boards require you to hire mercenaries like Chomps who'll attack in Paper Mario-style battles whenever you cross paths with your opponent.

ITEMS

You roam each of Mario Party 3's game boards in search of Stars. The items below can help you catch a Star, and you'll find most of the goodies in shops or Item Minigames.

I'm a genie in a bottle, baby! I'll take you straight to a Star!





SKELETON KEY — 5 COINS

Sometimes, a gate may block the shortest route leading to a Star. If you have a Skeleton Key handy, you'll be able to waltz through a barricade.

POISON MUSHROOM — 5 COINS

The Poison Mushroom restricts a player from moving more than three spaces on the next turn. Use it on any player who's closing in on the Star.



CELLULAR SHOPPER — 5 COINS

If you're far from a shop and need an item quickly, the Cellular Shopper will put you in touch with Toad or Baby Bowser. Give either merchant a ring to get your item delivered on the spot.



PLUNDER CHEST — 10 COINS

With the Chest, you can swipe an opponent's item. Target rivals who have the precious Magic Lamp or Boo Bell. If your opponent has more than one item, you'll steal one of them at random.



DUELING GLOVE — 10 COINS

If one of your rivals is sitting pretty with a mountain of coins, the Dueling Glove will give you a chance to win them. The handy item allows you to challenge your opponents for all their money.





GOLDEN MUSHROOM — 10 COINS

When booby traps lurk a few steps ahead of you or you need to go the distance, pluck the Golden Mushroom. You'll get three dice rolls so you can travel up to 30 spaces in one turn!



BOO REPELLANT — 10 COINS

Players can hire Boo to steal coins or Stars from you. If the ghost is trying to scare up some of your booty, the Boo Repellant will protect you. Buy it if someone owns a Boo Bell.





MAGIC LAMP — 20 COINS

The quickest way to reach a Star is by summoning the genie who'll fly you to the Star no matter how difficult it is to reach. You'll need 20 coins to buy his Lamp and 20 more to buy the Star.





KOOPA CARD — RARE: NOT SOLD IN STORES

One of four rare items that you can score only by lucking out on an Item Space, the Koopa Card will allow you to withdraw all of the coins in the bank when you pass it. Cha-ching!



LUCKY CHARM — RARE: NOT SOLD IN STORES

The Game Guy's chance games are a gamble since you must put all your money on the line to play. Use the Lucky Charm to call him so he'll challenge one of your rivals to play for all or nothing.

MUSHROOM — 5 COINS

A step down from the Golden Mushroom, the regular variety of Mushroom will give you two rolls of the die.



REVERSE MUSHROOM — 5 COINS

To make a player backtrack on the next move, use the Reverse Mushroom. If you're cursed by it, avoid a lengthy retreat by using a Poison Mushroom on yourself.



WARP BLOCK — 5 COINS

If you're stuck in a booby-trapped part of the game board, use the Warp Block to trade places with someone. Be careful when using it since you'll swap spaces with a random player.



BOWSER PHONE — 10 COINS

When Bowser pops up, he'll make his victim choose one of a handful of bad propositions. Put your opponents in a dire dilemma by phoning up the Koopa King and sending him their way.

LUCKY LAMP — 10 COINS

Mushroom Jeanie will change the location of the Star if you call her. Rub her lamp when someone's close to the prize or if the Star is stuck in a hazardous part of the board.



BOO BELL — 15 COINS

To steal a Star or coins from an opponent, give the Boo Bell a jingle. When you ring it, Boo will offer to steal something from the rival of your choice. If you pay him 50 coins, he'll steal a Star.

BOWSER SUIT — 10 COINS

When players are nearby, put on the Bowser Suit. You can don the outfit for one turn, and any players who pass you might surrender 20 coins if they fall for your getup.

ITEM BAG — 30 COINS

The best deal for your money, the Item Bag comes stuffed with three random goodies. The items in Toad's grab bag differ from the prizes in Baby Bowser's sack, and either bag is a bargain.



BARTER BOX — RARE: NOT SOLD IN STORES

All players can carry up to three items at a time. If the Barter Box is in your inventory, you can use it to trade all of your items for everything in your opponent's inventory.



WACKY WATCH — RARE: NOT SOLD IN STORES

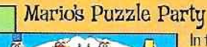
By activating the Wacky Watch, you'll set the game so that only five turns remain. Use it to finish things quickly when you're in the lead or to extend a game that's at its final turn.



MINIGAME SHOWCASE

The minigames fall into one of the seven color-coded categories on the right. All varieties can appear in Battle Royal, except for the ??? Minigames, which you can unlock only after completing Story Mode.

MINIGAME KEY	
4-PLAYER	BATTLE
2 VS. 2	DUEL
1 VS. 3	ITEM
	???



Mario's Puzzle Party



In the Tetris-style puzzler, you can be the hit of the block party by eliminating multiple blocks at the same time. Match colors and use Thwomps to squish blocks.

Water Whirled



The first to sail five laps around the waterway wins. You'll drift a lot while cornering on the choppy seas, so veer early to avoid making wide turns.

Snowball Summit



Stand in place and press B rapidly to form a snowball, then push it around the playfield to build it up. The bigger the snowball, the more punch it'll pack.

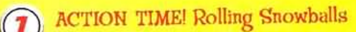
BATTLE ROYAL

The four-player party gets hopping on five main Battle Royal game boards. The sixth board, Waluigi's Island, will be available in Party Mode once you've earned all seven Star Stamps by completing Story Mode.





Story Mode sends you party hopping on a whirlwind tour of six Battle Royal boards plus six two-player Duel boards (see pages 30 and 31). The Battle Royal festivities begin in Chilly Waters, a winter wonderland that's literally the coolest place where partyers can hang out.



1 ACTION TIME! Rolling Snowballs



Whenever you land on a ? Space, you'll trigger an event that could change your location on the board. You'll move to the nearest pink space in your path if you don't react, and that just might get you closer to the Star. On the Chilly Waters board, landing on a ? Space will roll out a snowball. Press A to jump over it to stay where you are or do nothing so it chases you to a new location.

2 DANGER! Thin Ice





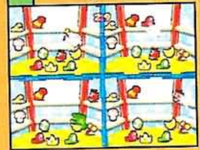
Smack dab in the center of the board chills a lake covered by a thin sheet of ice. If two players stand on it at the same time, the ice will crack and both players will flee to the pink space that sits on the shoreline. If you need to skate past the dangerous situation, use a Mushroom for a high roll.

Parasol Plummet



Unlike the other four-player games, everyone has a chance to pocket some coins. Open and close your parasol to control your descent and float into falling coins.

Messy Memory



Reshelve the items in their proper places. The Shy Guys won't take down all of the items, so carefully watch them so you memorize only what's necessary.

M.P.I.Q.



In Mario Party 3, Toad is the host with the most trivia questions. He loves to quiz players on minigame records, so pay attention to scores to pass his test.

Curtain Call



As a chorus line of Boos, Koopas and Goombas dance across the stage, memorize their order. Toad will quiz you on their positions, like who was third from the left.

Toadstool Titan



The player who smashes the block that contains the Mushroom will become a giant who must attack the other players. Avoid getting stomped by running by the walls.

Aces High

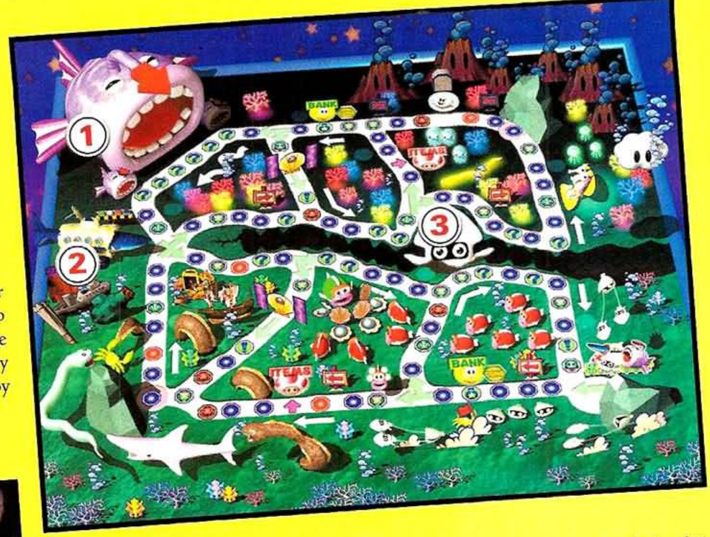


In the wild, blue yonder, dogfight with your three rivals and be the last pilot who isn't grounded. Use the radar in the center of the screen and change your altitude if targeted.



DEEP BLOOBER SEA

Beach parties are a blast, but the Deep Bloober Sea board takes the party a few fathoms too far. The second Battle Royal board sits at the bottom of the ocean, where leagues of party crashers like a shark, an anglerfish and a baby squid hope to have some fun of their own.





1 ACTION TIME! Anglerfish



The path in front of the giant anglerfish is paved with ? Spaces, so there's a good chance you'll be washed to another part of the board if you take that road. The arrow on the fish's head points to the pink space you'll be headed for, so rapidly tap A if you don't want a change of scenery. Since you can win a Bonus Star if you're the player who landed on the most ? Spaces during a game, the anglerfish's path is a good road to travel down if you're willing to fight the current.

2 Torpedo Shark





At the intersection, the looming shark will ask you to press one of four buttons before heading down either fork in the road. One of the buttons will launch a torpedo. If you pick it, the missile will blast you off course so that you land on the other branch of the path.

3 Mommy Squid





If you land on any ? Space on either parallel path beyond the shark's domain, the baby squid will tell its mommy to place you on the opposite path. It's easy to land on the squids' ? Spaces, so travel down the path you'd rather not be on in the hopes of getting relocated to the road where you'd rather be.

Chip Shot Challenge



Chip the ball as close to the hole as you can. Monitor how the terrain and your rivals' power and aim affect their shots, then adjust your golf swing accordingly.

Rockin' Raceway



Tap A and B alternately, rocking out a rhythm that leaves your power meter with at least two carrots. Time your taps so you teeter over the power-up when it isn't blue.

The Beat Goes On



While keeping time with the beat, mimic the button sequence. Each drummer will build upon the rhythm by adding a personal button tap. It's safe to keep your added beat simple if you're playing against CPU players, but if you're drumming with friends, break the pattern to make things tricky for them.

Treadmill Grill



Try to stay on the shrinking treadmill while avoiding the fire, and try to scorch the competition by attacking your rivals so they're helpless. If you attack using the ground pound, make sure no flames are nearby since it takes a second to recover from the move.







An oasis of minigames and a hot spot for fun, the Spiny Desert heats up the party action with dangers worth sweating over—like sand traps and things that aren't what they seem.



Sand Pits



If you land on a ? Space in either roundabout, you'll fall into the sinkhole and warp to the other circular path. The sand pits make great shortcuts since you can circle them until you land on a ? Space.

Two Stars, One Mirage





While only one Star appears at a time on the other Battle Royal boards, the Spiny Desert always boasts two shining prizes at a time. One of the Stars is fake, and it will disappear when you reach it. To cut down on the confusion, use the Magic Lamp which always takes you to the real deal.



ACTION TIME! Cactus Jumping





If you head down the path occupied by the cactus couple, you'll have to jump over both of the prickly plants to stay on course. If you're looking to warp to another part of the board, land on one. If the boy cactus stings you, you'll land on the pink space on the right. The girl will send you to the left space.

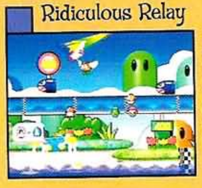


Thwomp Pull



Press the button that appears on-screen to power your sled. Tap the button quickly, but hesitate if a snowball is falling in your path. If you don't wait for it to land, you'll crash into it.

Ridiculous Relay



The hang glider and robot spider are the most difficult vehicles to handle in the relay. Glider pilots must focus on dodging obstacles, while spider pilots must focus on rhythm.

Tidal Toss



While one player makes waves, the other three must hop over them. Stay afloat by staying close to the boat and jump immediately after the solo player hops.

Boulder Ball



If you're the solo player who's rolling the boulders down the slope, ricochet them off the walls. If you're a member of the three-person team, zigzag up the hill to reach the top.

Spotlight Swim



As the lone player, dive whenever a light hits you to avoid getting caught. As part of the three-member team, follow the bubbles to keep tabs on the submerged swimmer.

Hide and Sneak



One player has three chances to guess the hiding spots of the other three players. Success in Hide and Sneak is based purely on luck, so it's more fair than the other one-on-three games.



Getting around in the Woody Woods won't be easy since pesky moles constantly change the direction of travel. Apparently, some party animals are party poopers.



1 Changing Direction



The red signs at intersections point to the path you must take. If you land in front of a mole's home that's marked by a flag, you can pay the burrower to reverse the signs.

2 The Signs Keep Changing





The moles will change the direction of the signs at every turn and they'll also reverse them if you land on a ? Space. Since it's hard to predict where you'll be forced to go, buy a Reverse Mushroom in case you need to go against the flow of the signs.

3 ACTION TIME! The Giving Trees





If you land on a ? Space in front of one of the trees, you'll receive an item. The green tree has good items, while the purple tree offers bad ones. Press Left or Right on the Control Stick to choose an item. If you don't choose, the tree will choose for you.



Bobbing Bow-loons



Unlike other minigames, Item Games are one-player activities that offer items instead of coins. In the archery game, wait for a clear shot to nail an item.

Hey, Batter, Batter!



No strikes or balls are allowed in Baby Bowser's baseball game. You have one chance to hit Baby Bowser's pitch. Use the Control Stick to aim for the prize you want, and avoid hitting the ball down the center since Baby Bowser will usually catch it.

Swing 'n' Swipe



Keep an eye on the Baby Bowser who's carrying the prize you're after, then whack him with your hammer. As long as you hit a Baby Bowser, you'll win a prize.

Swinging with Sharks



Before the 10-second time limit expires, you must leap from your swing in the hopes of landing on an item. Timing is important—to reach the farthest item, you must hit the A Button when you're near the beginning of your downswing.





Spelunkers will go batty trying to score Stars in Creepy Cavern. Trains chug back and forth across the game board, and they'll railroad you into wandering off track.



1 ACTION TIME! Ride the Train



The Thwomps stationed by the railroad will offer you a train ride. The trains change their direction of travel after every trip, so keep track of where they'll be heading next and hop aboard if they're going your way.

2 DANGER: Train Crossing





Ranked in the game as one of the most difficult boards, Creepy Cavern boasts trains that will chase you to the other end of the tracks if you land on a railroad's ? Space. Since the trains make it tough to retrieve Stars that appear on the tracks, invest in a Lucky Lamp so you can change a Star's location.

3 The Whomp King





Skeleton Keys are cheap and useful, so you should always shop around for one early in the game. In Creepy Cavern, you can use the Skeleton Key to scoot past the Whomp King, who's always snoozing on one of the pathways that runs north and south across the game board.



Eatsa Pizza



The duo that gobbles up the most pizza in 30 seconds wins. Rapidly tap A to eat and sweep back and forth while moving forward to chow down large chunks of the pie.

Log Jam



Place logs on the chopping block or hack them into firewood by pressing the button that appears. If you hit the wrong button, you won't be able to move for a second.

Cosmic Coaster



Ride the roller coaster and slide from side to side to dodge the obstacles hanging over the track. Look into the distance to anticipate oncoming hazards.

Picking Panic



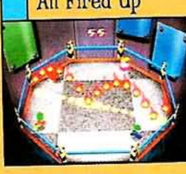
Pick and toss cherries into the basket to harvest a victory. When timing your tosses and catches, keep in mind that bigger bunches of cherries won't fly as far as single cherries.

Locked Out



Players always outnumber doors and keys by one. Race to the key that matches the emblem on the door and use the B Button to fend off grabby rivals.

All Fired Up



Avoid the flaming Podoboos that will fan out in different patterns. When the flames line up and spin around the arena, run from the fire hazard rather than jumping over it.



DUEL

MP3 introduces Duel Mode, a head-to-head variation of Battle Royal that makes exploring the board more confrontational—whenever you cross paths with your rival, a fight could break out.

Having trouble finding your rival? If you walk past me and I count down to zero, I'll call your rival over to play a minigame.

ATTACK!



In Duel Mode, you'll hire partners who'll do your dirty work. Whenever you pass your opponent, your partner will attack your rival—but only if your hired help is facing the right way.

THE DUEL MAPS





Each player has a designated star-shaped station. Whenever you land at yours, you'll receive 10 coins and a chance to hire a new partner with a spin of the roulette wheel. If you're traveling with the maximum of two partners, you must replace one of them when you reach your station.

PARTNERS

One partner can guard your front while another can protect your back. In general, place partners with strong Attack Power in front and ones with strong Stamina in back.



TOAD

The fungus-headed fun guy is basic but balanced. As long as he's with you, you'll never have to pay a penalty fee for landing on an opponent's spot.

ATTACK: 1 | STAMINA: 1 | SALARY: 1

BOO

Only the player who catches up to his or her rival can do the attacking. If Boo is attacked, though, it will retaliate, inflicting the same damage dealt.

ATTACK: 2 | STAMINA: 1 | SALARY: 3

CHOMP

The partners that surround the player usually absorb the blows of attacks, but Chomp will attack all members of the opposing team.

ATTACK: 1 | STAMINA: 2 | SALARY: 6

MR. BLIZZARD

While most partners attack the nearest member of the rival team, Mr. Blizzard will go the distance and attack the farthest party member.

ATTACK: 1 | STAMINA: 3 | SALARY: 2

SNIFIT

Every turn, you must pay your partners to keep them with you. If Snifit's on board, he'll scrape up two to four coins for you before each turn.

ATTACK: 2 | STAMINA: 2 | SALARY: 5



GOOMBA

Usually your front partner does all of the attacking, so let Goomba lead the way—his Attack is stronger than his Stamina.

ATTACK: 2 | STAMINA: 1 | SALARY: 2



KOOPA TROOPA

With a protective shell that doubles as a shield, Koopa Troopa is a better defensive player than an offensive one. Place the turtle in the rear.

ATTACK: 1 | STAMINA: 2 | SALARY: 1



BOB-OMB

The single-use explosive is perfect for direct attacks. Bob-omb bypasses your rival's partners and assaults the opposing player directly.

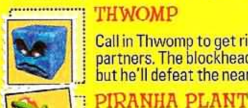
ATTACK: 1 | STAMINA: 1 | SALARY: 3



WHOMP

Strictly a defensive player, Whomp is unable to attack. He has the best Stamina of any partner, so he can protect you from almost any attack.

ATTACK: 0 | STAMINA: 4 | SALARY: 3



THWOMP

Call in Thwomp to get rid of one of your rival's partners. The blockhead won't harm your rival, but he'll defeat the nearest partner in one move.

ATTACK: 0 | STAMINA: 2 | SALARY: 4

PIRANHA PLANT

Armed with the strongest Attack and demanding a high salary, the Piranha Plant can uncover an invisible die that will give you an extra roll.

ATTACK: 3 | STAMINA: 1 | SALARY: 5



BABY BOWSER

Every so often, Baby Bowser will attempt to transform into big, bad Bowser himself. If he does, he'll inflict triple damage.

ATTACK: 1 | STAMINA: 1 | SALARY: 3

Eye Sore



Run clockwise around the eye until it disappears. Podoboos will ignite in your path, so dodge them or wait for them to flicker out while making laps around the peeper.

Fowl Play



As the chicken clucks away, follow its footsteps to stay on its feathery tail. Every few steps, the fleeing fowl will slow down—that's your chance to swoop in and grab it by pressing the B Button.

Storm Chasers



Chase the roving rain cloud so your potted plant gets soaked. Stay ahead of the crowd so you can hog the rain for yourself and dodge the moles that try to trip you.

Bowser Toss



As the timer ticks down, rapidly tap the A Button to power up your throw. Right before the counter hits zero, adjust the angle of your toss to 45 degrees. With enough power, you'll throw a long bomb.





The object of Story Mode is to collect Star Stamps. You'll win most Star Stamps in the Duel match that follows each Battle Royal. Gate Guy is your first Duel.

1 Taking Its Toll



The Gate Guy will let you cut through the middle of the board if you pay his toll. Take the shortcut to catch up with your rival and meet Belltop. Every time you pass the ding-a-ling, he'll call count down. When he reaches zero, he'll call your rival over for a minigame. Belltop offers a quick way to catch up to your opponent.



Wit Stamp Earned





After you surface from the Deep Bloober Sea in Story Mode, you'll play on Arrowhead, a Duel map where the Kindness Stamp is up for grabs.

2 Forks in the Road



Arrowhead features four forks in the road, so scan the map to survey the different places where your die roll can take you. A loop sits in the middle of the area, and you can circle it to run Belltop's counter down to zero.




Kindness Stamp Earned





The action can get tricky in the third Duel board, Pipesqueak, since the warp pipes will allow you to slip away to another corner of the board for a sneak attack.

3 Piping Hot Pursuit

If you hop into a warp pipe, you'll pop out of one of the other three tubes selected at random. You may not know where you'll end up, but you can always depend on the warp pipes to provide a quick escape route.



Strength Stamp Earned



Motor Rooter



Race through the tube and swerve onto Acceleration Panels for a boost. Press Left on the Control Stick to move clockwise and Right to move counterclockwise.



Crowd Cover



Look over the three portraits, then try to figure out which one matches the picture obscured by the crowd. Look for telltale differences like feet position and winking eyes.

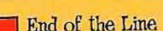
Silly Screws

Align each nut with its neighbor so you can make the jump to the next nut. Tighten the nuts by repeatedly tapping B and loosen them by hitting A.

Vine with Me



Make like Tarzan and swing from vine to vine to cross the jungle. Jump off your vine just as the next one is swinging toward you to hitch your next ride.



End of the Line



At three junctions, you must steer your train through one of two tunnels. Only one path is correct, so keep track of your mistakes as well as your rival's choices.

Popgun Pick-Off



Blast Baby Bowser when he appears in any of the nine windows. Fire as many shots as you can and avoid pelting Toad or you'll lose points.



After battling it out in the Woody Woods, you might think the Love Stamp is yours, but you're not out of the woods yet. The showdown for the stamp takes place at Blowhard.



4 Blown Away



The fan that spins in the middle of Blowhard will switch the order of your partners if you walk over it. Consider both of your partners' placement before crossing it just in case the new arrangement blows your offensive and defensive setups out the window.



Love Stamp Earned



The conveyor belt in Mr. Mover's world keeps things moving along. Where it moves you isn't always where you want to go, so you'll have to time your conveyor belt rides carefully.

5 Keep on Movin'



Landing at your home base scores you an instant 10 coins, but getting there won't be easy since you must ride the conveyor belt. Since the belt changes direction every few turns, it might take you to your rival's base instead. Thrive for long stretches without your 10-coin payday by seeking out spaces that reward you with coins.



Courage Stamp Earned



UNLOCK MORE

Initially, only five Battle Royal and five Duel boards are available in Party Mode. By playing your way through Story Mode, you'll unlock the two remaining boards, Backtracks and Waluigi's Island.

SEVEN STAR STAMPS



You need seven Star Stamps to win Story Mode. Your final two stamps—Beauty and Mischief—will be yours if you win the final two areas, Backtracks and Waluigi's Island.





Daisy makes her first appearance in the game as your challenger in the Backtracks Duel board. Its ever-changing direction arrows will reverse your partners' order.





Waluigi will rear his ugly head for the game's final Battle Royal. The purple prankster's island is rigged with booby traps, including an explosive pathway that will cause anyone caught in its blast to lose all coins.

Stardust Battle





After a victory on Waluigi's Island, you must play the Stardust Battle. The game is the first ??? Minigame you can unlock in Party Mode's Minigame Room. Win free access to the game by running along the perimeter of the arena, dodging falling stars. When one turns blue, grab it and toss it at the Millennium Star.



Game Guy & Mario's Puzzle Party Pro







If you score enough S grades in Story Mode's Duels and Battle Royals, you'll become a Miracle Star and win access to the Game Guy's Game Room in Party Mode. If you can win over 1,000 coins in his competition, you'll unlock a one-player version of Mario's Puzzle Party.

WALL OF FAME



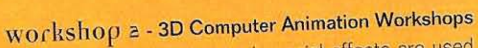
Your character's face will appear on the ridge when you finish Story Mode. If you can win using every character, you'll complete the Mt. Rushmore of the Mushroom Kingdom.



High School Student SUMMER WORKSHOPS:

workshop 1 - Video Game Programming Workshops

Students will learn the basic components, structures and properties of making a video game during this **2-week workshop**. The students will learn how to create graphic and sound data, as well as how to write simple C++ code, which will be used to create and assemble each student's final project: **a playable video game**.



workshop 2 - 3D Computer Animation Workshops

3D Computer Animation and special effects are used in most computer/video games and Hollywood movies nowadays. This 2-week workshop is designed to give high school students an introduction to the concepts and the process of creating a 3D computer animation. Each student will create his/her own 3D Animation



Session One June 18, 2001	**Session Two** July 2, 2001	**Session Three** July 16, 2001
Session Four July 30, 2001	**Session Five** Aug. 13, 2001	



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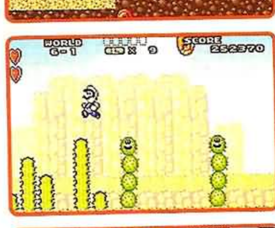












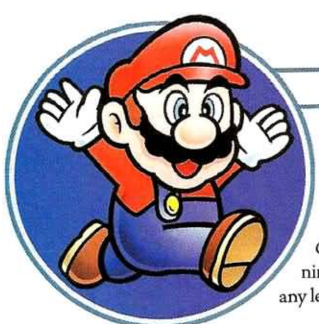


MARIO AND COMPANY TAKE GIANT STEPS IN SUPER MARIO ADVANCE FOR GAME BOY ADVANCE!

Super Mario Advance is an inspired twist on the Super Mario formula—it's two very different Mario games in one Pak! The updated Super Mario Bros. 2 is a classic platform game that features four playable characters with different abilities, vegetables that work as weapons and odd enemies, such as the egg-spitting Birdo. The revamped original Mario Bros. game includes all the fast, silly fun of the arcade game and adds a multiplayer mode for up to four players. The classic games look and play better than ever on the Game Boy Advance, with large, detailed and crisp graphics, excellent play control and new, trickier enemy locations.

SUPER MARIO BROS. 2

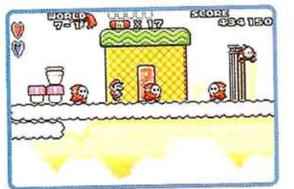
In the Super Mario Bros. 2 game, you have your choice of four different characters. While you can finish most of the levels with any character, some levels are much easier when you use a specific character. You might not know which character you need to use at first, but once you've played a level a few times, you'll figure out whose talents fit the challenges best.



MARIO



Mario is sort of a utility man in Super Mario Bros. 2. The artist formerly known as Jumpman is, oddly, the third-best jumper, so he isn't useful when there are heights to scale. Only Toad is better than Mario when it comes to running and lifting, making Mario a good choice for nearly any level and a good character to use to test a level.



This plumber doesn't need much help! Mario's well-rounded moves are good for most situations. He's not a good choice when the platform action gets tricky, however.

CHOOSING MARIO Mamma mia! Mario's solid stats make him a good choice for many levels! His speedy walking and lifting will keep you safe from approaching enemies. Mario isn't much of a jumper, though, so you might want to recruit Peach or Luigi for levels with lots of jumping. The characters are either fast or good jumpers—never both.



LUIGI



Luigi's talents are very specialized. His low Power rating means his lifting isn't very fast—both Mario and Toad have him beaten there—and he's the slowest character to boot. But his jumping outclasses every other character in a big way, which makes him the perfect choice when there are a lot of high ledges and hard-to-reach places.



Luigi isn't fast on his feet, but that's okay in areas with few enemies to bother the taller Mario Brother.

CHOOSING LUIGI The man who put the "brothers" in Super Mario Bros. has a great vertical jump. Luigi can fly high into the air with a single charged-up bound, allowing him access to areas that are harder to reach with the other characters. His energetic jumps make him seem tougher to control than the other characters.



Luigi's jumping prowess simplifies what would otherwise be quite a tough leap. The taller Mario brother's legs flutter as he makes his impressive jumps.

PRINCESS PEACH

The fair Princess Peach is a bit unusual. She's faster than Luigi but slower than Toad and Mario, and her lack of power means she picks things up more slowly than the others. Her jumping is second-best, but her real strength lies in her ability to float. Peach can hover for a short time—a talent that keeps her safe from all sorts of enemies and able to pass by obstacles.



Moving platforms are tough going unless you've got Peach on your side. Her floating powers are peachy keen!



CHOOSING PRINCESS PEACH

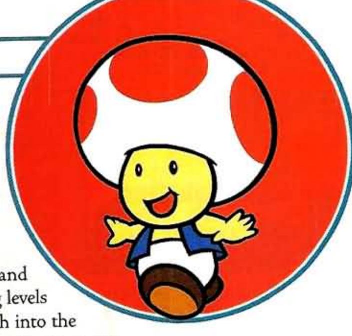
Peach floats through the air with the greatest of ease, which more than makes up for her slow running and lifting. She's a great character to use when you're exploring a new level with lots of platforms and horizontal jumps, because her floating abilities allow you a greater margin for error. You can also use her floating technique to avoid enemies on tricky ice levels.



The Princess gives new meaning to the words "your highness." Peach's strange talent for hovering gets her out of all sorts of predicaments in quite a regal fashion.



TOAD



Toad is a short little 'shroom with big skills. He's the fastest character, so choose the plucky fungus when speed counts. Toad can also pick up things like vegetables, items and enemies faster than any other character, which is quite helpful. The mushroom-capped cutie's one drawback is poor jumping—Toad's the worst jumper of the bunch.

CHOOSING TOAD

Toad tears up the hills and bridges of Super Mario Bros. 2. Toad is a good choice for playing levels over again, once you know what's ahead—you don't want to rush into the unknown, after all, and you don't want to dawdle when you know what's coming. Toad can pull up a vegetable with amazing speed (vegetable magnetism, perhaps?) and is the only character you should use to play chicken with a vegetable and an oncoming enemy.



Toad's speed is more noticeable if you've already tried a slower character, like Peach. Toad can lift even the largest enemy faster than any other character.



Each character has something special to offer players. You can switch characters for different levels, or you can try to play the entire game with one character.



ENEMIES





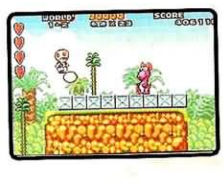
There are lots of different enemies big and small in Super Mario Bros. 2. Wart, the audacious toad who has taken over the world of dreams, is the biggest, and final, enemy. As with many enemies in Super Mario Bros. 2, vegetables are his ultimate downfall.

Fryguy's pretty hot, but the Mushroom Blocks placed strategically around the two levels Fryguy appears in are more than enough to put out his fire. Just stay out of the flaming foe's way until you have a Mushroom Block in hand, or you might get burned.



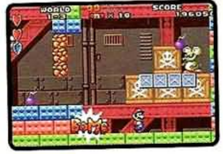






Mario Tennis fans may recognize the beguiling Birdo from the court—but don't think the darling dinosaur is on your side this time. Birdo spits eggs and sometimes fireballs from her prehistoric proboscis. You can pick the eggs up and throw them right back at her to defeat her.

Mouser has an explosive personality, and, like Birdo's, you can use his weapons against him. Wait until Mouser's bombs hit the ground, then pick them up and hurl them into Mouser's path. You have to work quickly, or you'll blow it!





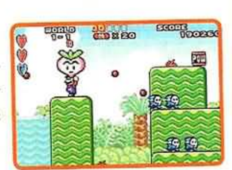


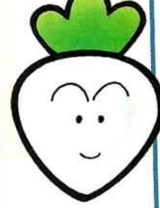


The projectile-puss, Snifit, is quite an annoying adversary. Snifit shoots a damaging, heavy ball at unsuspecting players, taking a full heart away with every hit. Toss a vegetable its way, or pick it up and toss it out of your way.



Super Mario Bros. 2 has a jumbo-salad-bar-sized portion of freshly picked vegetables available. Mario and crew don't eat the veggies—they yank them out of the ground and hurl them at enemies. Check out the all-new, incredibly large vegetables featured in Super Mario Advance!









There's some pretty strange stuff growing around the World of Dreams—you might pluck a bomb, a potion or even an enemy right out of the ground. Potions are used to open a door to Subspace, where mushrooms and Yoshi Eggs are found.





Mushrooms are found in Subspace, which looks like a darkened mirror-image of the level. You must open a door to Subspace with a potion in the correct area, then walk through the door to pick up a mushroom. Mushrooms add an extra heart to your life meter.

MARIO BROS.

Mario and Luigi show their plumber roots in the updated Mario Bros. The two have to clear a bizarre assortment of creatures from the pipe-filled basement of a very strange building. Occasionally, coins or fireballs also pop out of the pipes, and the brothers have to collect and avoid them. Mario and Luigi's main tools are the POW Blocks located somewhere in the middle of each stage. The siblings have to bop their enemies from below, using the springy platforms as a buffer, until the enemies are turned upside-down and can be kicked away.



Mario Bros. is based on the classic arcade game of the same name. The game is a test of a player's reflexes and decision-making skills.



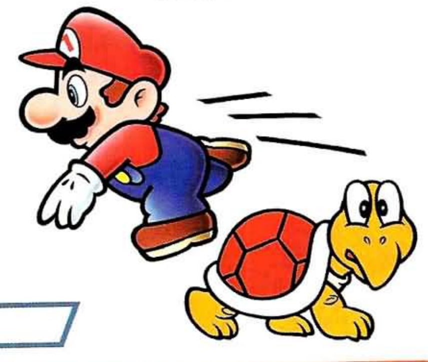
Players have to use the platforms as a barrier when they want to upend an enemy. Some foes take more than one hit to flip over.



Judicious use of the POW Block can make the game much easier to win. You get very few POW Blocks per Phase.



Later Phases are filled with obstacles and enemies, and even the quickest player can falter during the intense action!



MULTIPLAYER

Super Mario Bros. 2 is a single-player game, but Mario Bros. is multiplayer-friendly, with two multiplayer modes to choose from. The Mario Bros. Classic game is a cooperative game that lets players work together to collect coins and bash enemies. Every player participating in Mario Bros. Classic Mode needs his or her own Game Pak to play. If you've got only one Super Mario Advance Pak, try the every-man-for-himself Mario Bros. Battle Mode.



Players interested in co-op games will need multiple Super Mario Advance games and Game Boy Advance units to play the frantic Mario Bros. Classic game.



Gamers who like to share need only one Super Mario Advance Pak (and multiple Game Boy Advance units) to play the Mario Bros. Battle game.

ADVANCE WARNING

Super Mario Advance is scheduled to be one of Game Boy Advance's launch titles—it will be available on June 11, when the Game Boy Advance is released. Gamers who remember the two games from the '80s and gamers who have never seen either of the classic Mario games alike should find plenty of platform-jumping, coin-grabbing, vegetable-hurling fun in Super Mario Advance.

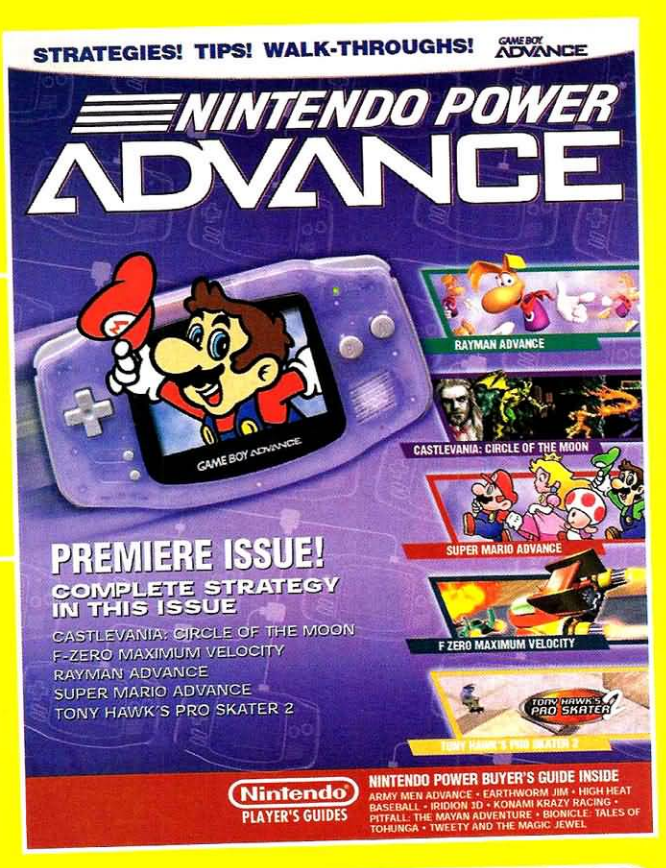


ADVANCE KNOW-HOW

The Problem:

Game Boy Advance titles are bigger and more complex than anything you've ever experienced in a handheld game.

So where do you turn for game help?



The Answer:

If you want to get the best strategy coverage of the top **GBA** games, there's a new source from the pros at Nintendo. Each quarterly volume of **Nintendo Power Advance** will highlight a handful of the best **GBA** titles. You'll find the sort of complete coverage you can get only with Nintendo's Official Player's Guides— maps, step-by-step strategies and everything you need to know to beat the game. You'll also get a comprehensive buyer's guide, which reviews recently released **GBA** titles, so you'll know what's out there.

Attention Current Nintendo Power Subscribers!

If you currently subscribe to Nintendo Power magazine, you'll get the first issue of **Nintendo Power Advance** as a free bonus. We hope you enjoy it. After that, you can find new issues of **Nintendo Power Advance** every three months on the newsstand.

F-ZERO MAXIMUM VELOCITY

Building a Better Racer

Super NES classic F-Zero has been revamped for Game Boy Advance, and it is ready to fly when the system launches on June 11th. F-Zero Maximum Velocity is a futuristic racer that fires on all cylinders and plays as great as the original game. Only a portable system as powerful as the 32-bit GBA can bring you the superfast action of 26th century rocket-powered racing. The new F-Zero features all new machines, all new courses and multiplayer action for up to four racers at once. By soaring to the top of the F-Zero Grand Prix, you can unlock more machines and courses. It's the beginning of a new era in portable racing fun.





F-Zero Maximum Velocity begins with your choice of four racing machines on 15 courses with a chance to unlock more machines and courses as you go.



Back to the Future

In the beginning, there was F-Zero, a Grand Prix racing circuit with hovercraft speed machines on tracks that were suspended 300 feet over densely populated cities. It was 2560, and legendary pilots like Captain Falcon and Samurai Goroh ruled the raceways. A quarter of a century later, the F-Zero Grand Prix is more popular and more competitive than ever before. A new generation of F-Zero pilots has taken to the tracks to show not only that it can dominate in its own time, but that it can reach the heights of the F-Zero legends. It's a new era of high-tech machines and highly trained pilots with one goal—win at all costs—and you are there!



THE F-ZERO GRAND PRIX IS MORE POPULAR AND MORE COMPETITIVE THAN EVER BEFORE

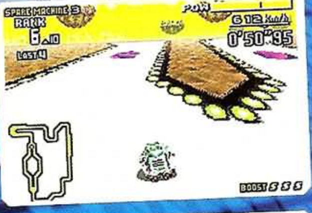


WIDER IS BETTER

The Game Boy Advance system is perfectly built for F-Zero Maximum Velocity. Not only does the system's 32-bit processor make high speed, racing possible, but its wide screen and horizontal orientation make it easy to see where you're going and to control your machine with extreme precision. By pressing the L and R Buttons, positioned on the top-left and top-right corners of the system, you can tilt your racing machine to the left and right, which allows you to turn sharply into tight corners. With that wide field of view and precise control, it's easy to forget that you're playing a game.



The GBA screen is 40% larger than the standard Game Boy screen. That wider field is perfect for when you are passing other racers and gauging curves.



CHALLENGE UP TO THREE OTHER GAME BOY ADVANCE PLAYERS AT ONCE.



COMPETITION IS KEY

The excitement of F-Zero Maximum Velocity comes from tense competition. Lead changes and bumping collisions make your heart beat faster. In the single-player Grand Prix, you'll go up against a field of computer-controlled drivers who won't let up. In multiplayer action, you'll be able to challenge up to three other Game Boy Advance players at once. That's intense!

MULTIPLAYER COMPETITION

Up to four players (with four Game Boy Advance systems and a Game Boy Advance Game Link Cable) can hook up for multiplayer action, even if you have only one F-Zero: Maximum Velocity Game Pak. If you're playing with a single Game Pak, you can upload one of the game's tracks to the other system(s). If you're playing with as many Game Paks as there are systems, you can compete on any track that has been unlocked on all of the Game Paks.

GRAND PRIX RACING

The Grand Prix begins with your choice of three series, each with five courses. If you do well, you'll unlock more courses. Every race is five laps around the track. You must complete each lap at a certain rank or face elimination. The elimination rank becomes higher with every lap. The top 15 competitors continue after the first lap, but only three competitors are allowed to finish the last lap and move on to the next race. That narrowing field of racers ensures intense competition at the end of the race. If you place in every race, you can unlock more racing machines and take to the tracks with new gear.



MASTER THE MACHINES

When you play for the first time, you'll have four machines to choose from. As you advance through the game, you'll earn a wider selection. Each machine has its own strengths and weaknesses in a variety of categories—top speed, boost time, acceleration, body strength, turn performance and balance. Some racers will have moresuccess with a machine that has a strong body and good turning ability. Other racers will thrive on high speed and acceleration. The combinations of machine attributes are wide and varied enough to give any player a machine that fits his or her driving style.



HOT VIOLET

With its purplish hue, the Hot Violet should be a favorite with players who own Indigo Game Boy Advance systems. Piloted by the mysterious Megan, the machine does not excel in any one category, but it is well-balanced and could be a good choice for beginners.





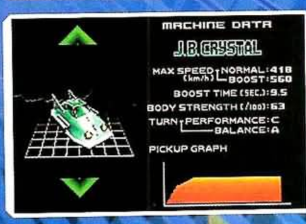
WIND WALKER

The powerful Wind Walker has a higher boost speed than any of the other original four machines and the best turn performance, but it ranks low in boost time and balance.



J. B. CRYSTAL

The cool green J. B. Crystal machine has a retro-futuristic look, complete with '50s-style fins. It has the lowest top speed of the first four machines but the best acceleration. It also features a long boost time and excellent balance.



FIRE BALL

With the highest top speed of the initial four machines and the slowest acceleration, the Fire Ball should perform well in courses that feature a lot of straightaways. Mickey Marcus's machine also has excellent body strength and good balance.



THE COMBINATIONS OF MACHINE ATTRIBUTES ARE WIDE AND VARIED ENOUGH TO GIVE ANY PLAYER A MACHINE THAT FITS HIS OR HER DRIVING STYLE

TAKE TO THE TRACKS

The three initial series of the F-Zero Maximum Velocity Grand Prix each include five courses for a total of 15 tracks. Courses vary in length and difficulty. Some include long straight sections and gentle curves. Others are tightly packed collections of sharp corners and magnetic traps. Tracks include helpful and hazardous features; pit zones repair damage, boost plates give you added acceleration, jump plates allow you to catch some air, rough areas slow you down and can cause damage to your machine. If you're finding a course to be difficult to navigate, you can practice that course in the Training Mode then navigate it with authority in the Grand Prix.

PAWN SERIES



The Bianca City course opens the Pawn series. It features a wide track and a shortcut jump.



Dirt on the side of the first Stark Farm track slows down drifting machines.



The Pawn Series Clouds Carpet course includes a boost plate and jump plate combination.

KNIGHT SERIES



Many of the sharpest corners of East Ten Side feature wide shoulders for easy recovery.



The Beacon Port course is packed with boost plates and narrow turns.



The Synobazz course has twists, turns, mines and lava patches.

BISHOP SERIES



A Bianca City course in the Bishop series is more challenging than the Pawn series course.



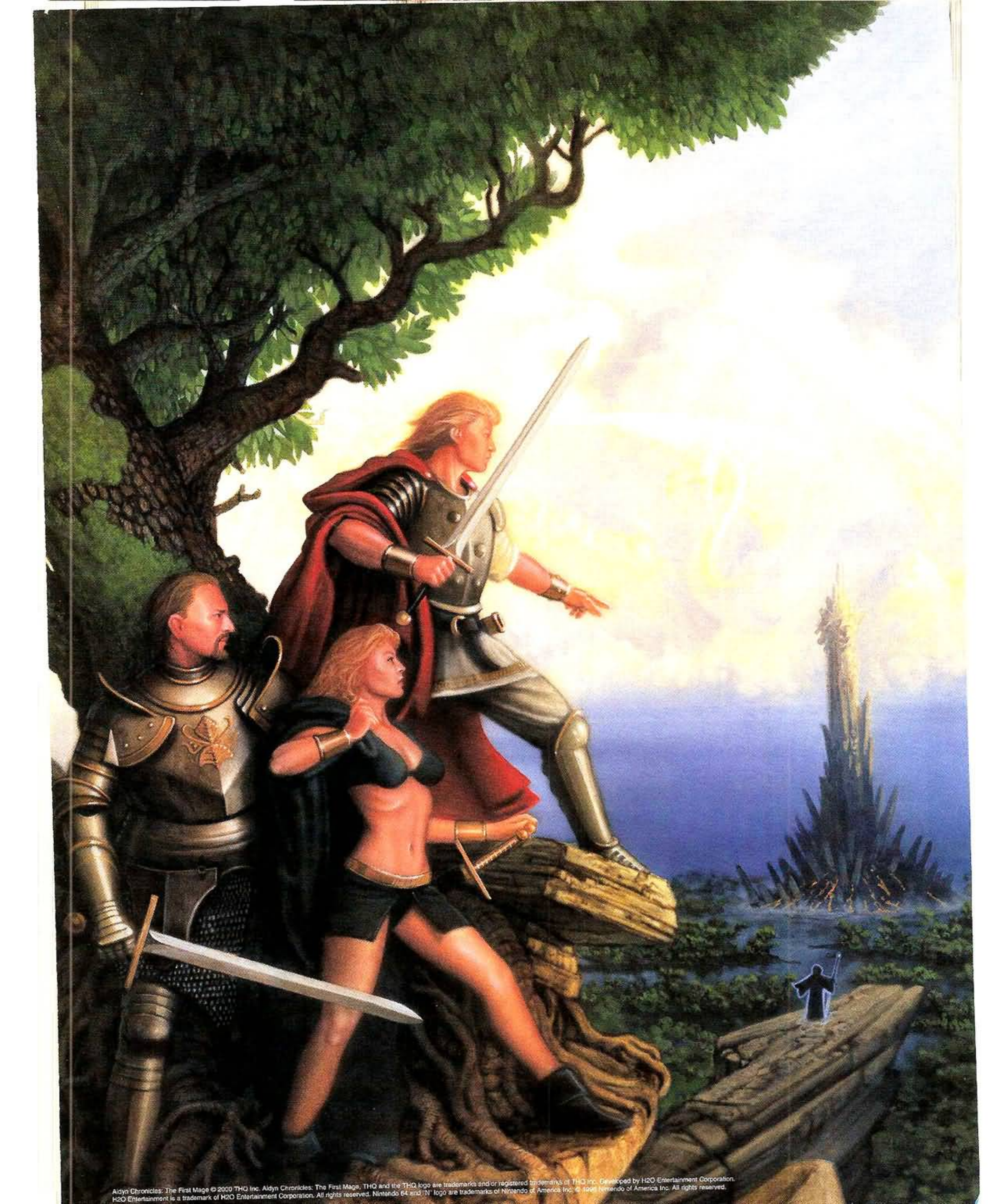
Large patches of ice dominate the Ancient Mare course of the Knight series.



On the Crater Land course, you can go into a pit zone or hit several boost plates in a row.

GET READY TO RACE

The futuristic, fast-paced action of the latest racer in the F-Zero series will be screaming across Game Boy Advance screens everywhere this summer. Perfectly designed for the GBA, the game uses the system's wide screen and horizontal configuration to present solid control and pulse-pounding excitement. Look out, racing fans! F-Zero Maximum Velocity is on its way, and it is tearing up the track!



classified information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET



TRASH CAN THRASHINGS

WCW Backstage Assault is the latest guilty pleasure from Electronic Arts, and now we've got the codes to make your street fight a success. All cheats are entered at the main menu, and you can use them in conjunction with one another. For starters, punch in R, L, R, L, B and then B. Your wrestler will gain increased stamina and be nearly impossible to knock out.



If you want your wrestler to grunt louder and scream longer, input R, R, B, R, R and then B before a match.

BULKING UP

The lovely ladies of the WCW are in for a rude shock when you type in R, R, B, B, L and then L. Your tinkering will cause all female wrestlers to resemble burly football linebackers.



SMALL FRIES

To cut your wrestler down to size—like two feet tall—make R, R, L, L, left C and then left C your code of choice. If you use it in conjunction with the unbreakable weapons code, which is L, R, L R, left C and then left C, the game will become much easier.

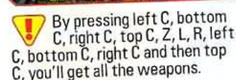


DAIKATANA™

DAI-CODE-TANA

Having trouble with Daikatana, the time-traveling ninja FPS? Well, trouble yourself no more. We've secured codes that will give you every weapon and open all the levels. The cheats are entered at the stage select screen, which is the screen that asks you to insert a Rumble Pak.





By pressing left C, bottom C, right C, top C, Z, L, R, left C, bottom C, right C and then top C, you'll get all the weapons.



Press top C, right C, bottom C, left C, R, L, Z, top C, right C, bottom C, and then left C to unlock every level.

ARMY MEN SARGE'S HEROES 2

CODES OF CONDUCT

Sarge's battle against the Tans continues, and now you can join up with two new cheats for Army Men: Sarge's Heroes 2. To secure all available weaponry, type GBZRK at the code input screen. To give yourself unlimited ammo for the newfound toys, use the code SLGFST.



Having every weapon is a great way to fly through levels, especially if they're full of ammunition.

For more top secrets, infiltrate Nintendo's

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD → ← ↓ ↑ BIG CHEAT WACKY HOT JUST FOR FUN SENT BY READER



WHEEL ON OVER

The car selection in Rocket: Robot on Wheels is truly inspired. But until now, you've been forced to scour through levels and find both the well-hidden cars and a set number of Tinker Tokens before you could receive the auto from a Summoning Pad. Well, no more. Start a game, pause it, and press Up, Down, Z, R, Left, Up, Down, Left, Down and then Down. You'll be able to get autos straight from the pads without having to track them down first—plus you won't need any Tinker Tokens!

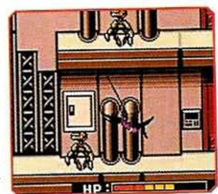


Tinker Tokens can be tough to find, so why not use a code and bypass them altogether?

CATWOMAN

FEELING CATTY?

Want some codes that are just purr-fect? Then examine our level passwords for Catwoman. All codes are entered at the password screen on the main menu, and the • is a symbol on that screen. Level Saving the world has never been easier.



Demand more from your local superhero, like the ability to warp to any level you choose.

LEVEL	PASSWORD
LEVEL 2	K6T•1
LEVEL 3	1QT••
LEVEL 4	KQYXY
LEVEL 5	1•FVQ
LEVEL 6	K•FVP
LEVEL 7	•JFV4
LEVEL 8	KJFZR
LEVEL 9	16TJV



SPORTING THE CHEATS

If In-line skating, skydiving and surfing sound like your idea of a good time, then Xtreme Sports for the GBC is your ticket to paradise. But all that xcitement can make even the most xperienced game player tremble, so make your life easier with a heaping portion of xcellent codes. At the title screen, press Left five times, Up five times, Right five times, Down five times and then Select five times. You'll open up a Debug Menu with a number of goodies, including a sound test. We'll also teach you how to earn 400 medals on the cheap, or get to the end of a game without lifting a finger.

A SCRAPPY CHEAT

To operate the sound test feature, hold A and press Left or Right to choose a tune, then hit Select to hear it. The Debug Menu also has a Scrapbook that tells you about the making of the game, and even grants you a look at some early character art.



MEDAL ME

To start the game with 400 medals, go to the sign-in booth on the island and enter your name as "xyzzy." Be sure to use lowercase letters. Once you leave the booth, you can toggle between having zero and 400 medals by holding the A Button and pressing Select.



THE END

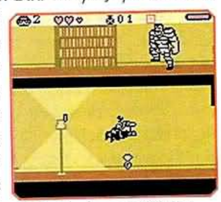
Want to skip the medals and sports altogether? For the couch potatoes out there, make your moniker "staff," using lowercase letters. Leave the sign-in booth and go to the snack shop on your left. You'll warp to the end of the game.





MOJO JOJO RISIN'

The chemical-X scamps from Townsville are at it again in Powerpuff Girls: Bad Mojo Jojo. You can unlock a number of extras by entering the codes below at the menu called "enter secrets." Some of the cheats will affect game play, while others will give you new Trading Cards that you can trade with friends. The game play cheats are toggled on and off in the "use cheats" menu.



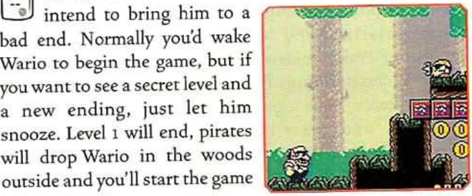
Playing as a different character won't give you new powers or abilities, but it sure is fun to watch the mayor fly around.

CODE	RESULT
GIRLPOWER	UNLIMITED SUPER ATTACK (PHONING THE OTHER GIRLS FOR HELP)
BOOGIEMAN	PLAY AS BUBBLES
BROCCOLOID	PLAY AS THE MAYOR OF TOWNSVILLE
EBWORLD	UNLOCK THE ROWDYRUFF BOYS TRADING CARD
ROACHCOACH	UNLOCK THE ROACH COACH TRADING CARD
SEDUSA	UNLOCK THE SEDUSA TRADING CARD
TOWNSVILLE	UNLOCK THE UTONIUM CHATEAU TRADING CARD

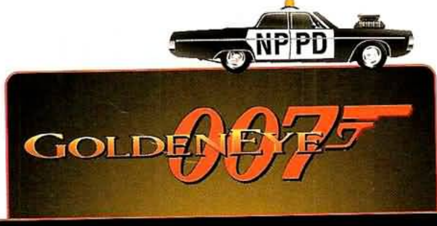


SLEEPING THE DAY AWAY

Wario is in a whole mess of trouble in Wario Land 2 for the GBC. Pirates have taken over his castle, and intend to bring him to a bad end. Normally you'd wake Wario to begin the game, but if you want to see a secret level and a new ending, just let him snooze. Level 1 will end, pirates will drop Wario in the woods outside and you'll start the game in a new area!



Sleeping on the job is usually a bad thing, but you can make an exception for the groggy Wario.



CODE COP

EYES ON THE CHEATS

Hello once again readers. Code Cop here, and I'm tickled pink to report that I've started receiving mail of my very own. Seems that when gamers want to know if a rumor is true or false, they come to Classified Info first. Feel free to send me your code questions—it keeps me off the mean streets. That aside, we do have one order of business to take care of. Readers have been wondering about the building on the far side of the lake in the dam level of GoldenEye 007. What does it do? Why is it there? Can you get to it? Well, the answers are "nothing," "just because" and "no." The building looks tempting, but you'd have better luck getting Jaws to chew tin foil than you would getting over there. Code Cop, over and out.



 Your secret's safe with us. Send your codes

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD → ← ↓ ↑ BIG CHEAT WACKY HOT JUST FOR FUN SENT BY READER








WinBack Covert Operations

ONE-HIT WONDERS

Remember Winback: Covert Operations? We've recently discovered that it contains a secret game play mode that lets you can eliminate enemies with one shot. Be careful, however, because they can take you out with a single bullet, too. To use the code, go to the main title screen. Before the demo mode starts, quickly press left C, right C, left C, right C, top C, bottom C, top C and bottom C. Then hold L and press Start. You will hear a gunshot if you do it correctly. The Sudden Death Mode will be opened as an option in the main menu—and best of all, the game saves your information, so you have to enter the code only once.

HIT ME BABY, JUST ONE TIME

Sudden Death Mode should be attempted only by players who are either too brave or too foolhardy to know better. Expect to spend most of your time crouched behind a box and whimpering softly.



Tony Hawk's Pro Skater 2

MAN OVER BOARD

When we heard the joyous news that Tony Hawk's Pro Skater 2 was coming to the N64, we felt like celebrating. And what better way to rejoice than by giving out a code for its little brother, Tony Hawk's Pro Skater 2 for the Game Boy Color? If Tony is your bag, head for the Password screen and punch in the code VTPMPSBBBBVV. You'll start the game with every available park, the tricked-out Falcon Board at your disposal and a whole bunch of cash.



Cash is good. Sick boards are great. Wide open skate parks take the cake.

X-MEN MUTANT WARS

MORE MUTANT MAYHEM

We wrap up this month's code-fest with passwords for X-Men: Mutant Wars for the GBC. Use the little delights to open all the levels and help Wolverine, Storm and all the rest save the world from the evils of Magneto and his cyborg army.




No game would be complete without the requisite graveyard brawl, which is level 2 of X-Men.



Hit 'em in the wishbone, sock 'em in the jaw. Slug it out with cyborgs, rah, rah, rah!

LEVEL	PASSWORD
LEVEL 2	0KNG6HWB
LEVEL 3	0LNG6HXQ
LEVEL 4	0LNF7HYP
LEVEL 5	0KPF7HZG
LEVEL 6	1KPF7H0D
LEVEL 7	1KPG7H19
LEVEL 8	1KPF7J2C
LEVEL 9	1KPF7J3L

SEND CODES TO:
NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 97033
REDMOND, WA
98073-9733

to classified@nintendo.com or to the address above.



The Way of the Warrior

Classic RPG Action Returns

Enix's Dragon Warrior has always been regarded as the series that started the RPG genre. Thanks to the talented design duo of Yuji Horii and Akira Toriyama—the man responsible for Dragonball Z—many gamers consider Dragon Warrior III to be the best of the bunch. And since the new Game Boy Color rendition of DW III has been adapted from the Super Famicom version, even players who know the NES game by heart will find uncharted areas at every turn. Join us for a peek at our hero's journal and keep reading for an exclusive interview with Yuji Horii himself!



SUPA STOUT
Matt Hadan
Bubba Harris
John Purse
TEAM REDLINE
Adam Strieby
Jason Carne$
Clarence Perry
Kim Hayashi
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FLICK TRIX
TIOGA

RAYMAN® ADVANCE

Ubi Soft's detailed Game Boy Advance reproduction of the original Rayman looks like a miniature masterpiece.

Pretty as a Picture

Rayman's surreal escapades have been featured on many different platforms through the years, but the game's strange beauty seems surprisingly fresh on the small screen of the Game Boy Advance. The GBA version is a near perfect re-creation of the PSX title that splashed a new coat of paint on the 2-D platformer genre a few years back. Nearly anything seems possible in Rayman's world, a multilevel mishmash of bizarre bad guys and offensive obstacles. Tread through the clouds, along music bars or across giant desserts, but don't mistake the fantastic footholds for terra firma—it will take speed and skill to rescue the Great Protoon.





Character Sketches

Many gamers will remember the strange circumstances surrounding the disappearance of the Great Protoon, but Rayman newbies may require a bit of background. Rayman hails from a peaceful land held in harmony by the Great Protoon, an enigmatic being who attracts equally uncanny Electoons. While the science supporting their symbiosis seems suspect, suffice it to say that said arrangement supports life as Rayman knows it. The fact that the benevolent beings are also beloved makes it even more difficult to describe what has happened. Are you sitting down? Someone has kidnapped the Great Protoon! As a result bad beings have imprisoned errant Electoons in all manner of unlikely places. We hate to jump to conclusions before all the facts are in, but the most likely suspect in the game is Mr. Dark, a shadowy figure who peers down from his perch through high-powered binoculars. He has reason to be paranoid. Though Mr. Dark delivered a defeat to Betilla the Fairy during her anemic attempt to guard the great one, another hero has taken up the cause of justice: Captain Marvel! Just joking—it's Rayman! The limbless wonder must wander through the chaotic countryside—leaping from ledge to ledge, vine to vine, sundae to sundae—in an effort to emancipate Electoons and track down their captured counterpart. Multitudes of maltempered miscreants mean to mess with the man, but the courageous creature can conquer the creeps through a combination of balletic bounding, ferocious fisticuffs and miraculous moves. He'll also look to courageous cocombatants for a heap of help along the way.





An Electoon is like an electron, except that one is a negatively charged particle and the other is a small creature imprisoned in a cage.

Canvas the Area

The abstract story line works only when paired with a kaleidoscopic game environment. Lush landscapes drip with color and texture in Rayman Advance, showcasing the GBA's impressive graphics palette. The music bars in Band Land, for example, are convincingly metallic and tubular—so when the slippery physics are added to the equation, the result is total emersion in the action. Two scrolling layers of watercolor-style backgrounds also provide an atmospheric complement to the sharp animation in the foreground. It's too bad you won't have time to sightsee while you play the game.









Performance Art

Dreamlike visuals belie the nuts-and-bolts reality of the game—it can be grueling at times. At its heart, the game is an unforgiving, old-school platformer that demands plenty of trial and error. If you're up to the challenge, though, you'll be in for hours of fun. The game comprises 60 short levels spread over six distinct worlds. You can move between worlds and save your progress on an overworld screen that also displays the number of Electoons you've saved. You must safely complete one world before you'll be allowed to progress to the next one. The many-tiered levels are filled with surprises and hidden items, so you may not always find what you're looking for your first time through. In some cases, you'll need to learn a new ability in a later world before you'll be able to reach certain items. At the start of the game, Rayman can perform basic moves such as jumping and climbing, and eventually he'll be able to execute spectacular helicopter maneuvers or grab distant items with his detached hands. The Telescopic Fist is the first and most important power you'll acquire. You'll need it to eliminate enemies like Antitoons, mean-spirited monsters that pop up where you least want them to be. Other enemies may fire projectiles at you, or just head-butt you over the edge of a platform.



Wind up and let loose with your Telescopic Fist. You'll launch a knuckle sandwich like a projectile at distant enemies.



Whatever magic power keeps Rayman's feet and hands suspended in midair also allows him to hang from platforms.



You can use the Super Helicopter move when razor sharp walls and floors leave you nowhere to stand. It allows you to hover and fly.



Most of the levels are crawling with Antitoons, Electoon-like enemies that cause damage when they touch you.





Rayman Advance wouldn't be a platformer without a boss here and there. Big enemies like Moskito appear in the later levels of each world.



The various worlds are also filled with helpful friends—and sometimes former enemies who become friends.

Helpful characters sometimes give you level-specific power-ups, such as seeds that grow into flower platforms.

Restoration Project

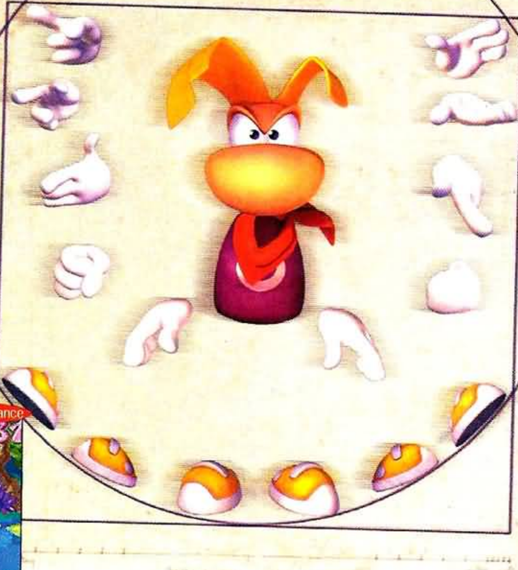
Rayman Advance is the perfect name for the newest installment of Ubi Soft's flagship franchise, but it's also tinged with irony. While an amazing technical accomplishment for a handheld game, it's also a carbon copy of the title that started the franchise in the first place. It's the third game in the series made for a Nintendo system, and one of the earlier games is actually a sequel to the original game. Did you get all that?



Rayman 2: The Great Escape for the N64 was the first Rayman game to appear on any Nintendo system, but it was actually a 3-D sequel to the original 2-D title.



Rayman for GBC was an enjoyable game, but the limitations of the system didn't do justice to the game's surreal environments.



Sony Playstation

Thanks to its imaginative graphics and stellar game play, the original Rayman was a popular title for the 32-bit PSX.



Everything that's old is new again. Rayman Advance is just like the PSX Rayman, except that you can play it on the bus.

The Finished Piece

Look for Rayman Advance on the shelves when Nintendo launches Game Boy Advance next month. Nintendo Power will offer a complete strategy guide for the game in our new magazine devoted to Game Boy Advance: Nintendo Power Advance. Check out a copy this summer so you won't be left hanging out on a limb—even though Rayman doesn't have any.









Caitlin,
Wal-Mart
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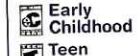


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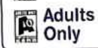
ESRB Rating System
Entertainment Software Ratings System


Early Childhood


Everyone

Teen

Mature


Adults Only


Rating Pending

THE LEGEND OF ZELDA® ORACLE OF SEASONS™

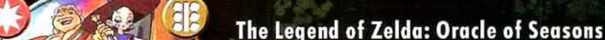


Two stories, two lands of mystery and magic, and more than 16 challenging dungeons await you when Game Boy Color instant classics The Legend of Zelda: Oracle of Seasons and Oracle of Ages are released simultaneously in May. Let the adventures begin!



Double Your Pleasure

Developed by Capcom and produced by Nintendo, Oracle of Seasons and Oracle of Ages are two stand-alone games that can be played as sequels to each other with the use of a unique password system. This month, we focus on Oracle of Seasons and introduce Oracle of Ages. In next month's follow-up, we'll focus on Oracle of Ages.



The Legend of Zelda: Oracle of Seasons









In the game that dominates this month's coverage, you will guide Hylean legend Link through the land of Holodrum in search of the power to change the seasons.



The Legend of Zelda: Oracle of Ages







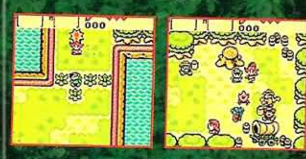


Past and present collide when sorceress Veran changes the history of Labrynna. You'll take Link from the present to the past and back again with the Harp of Ages.

Oracle of Seasons

Spring, Summer, Autumn and Winter flow through the years in a natural cycle. When evil forces disturb that cycle and the Oracle of Seasons disappears, you must fight to restore order.

Halted Celebration



The story begins during a celebration in the land of Holodrum, where Din, a dancer, and her friends enjoy a peaceful party. The party is cut short when Din disappears and the weather begins to change.



Power of the Seasons



You'll learn that Din is a sorceress—the Oracle of Seasons—and that evil General Onox engineered her disappearance. With the seasons changing quickly and randomly, you must seek out the season-controlling Rod of Seasons.

The Land of Holodrum

Only areas covered in this article are shown on map.

HOLODRUM WORLD MAP

Horon Village

Horon Village is the central hub of Holodrum. Your adventure begins there, and you will return to it many times. The villagers offer advice and helpful items.

Horon Village Shop




At first, the items available in the shop are limited to shields, bombs and hearts. When you return to the shop with the Member's Card, you'll find a variety of new items.

Holodrum Historian





The historian in the southeast corner of Horon Village knows much about the land. When you shed light on his studies, he will give you a special book—the Cuccodex.

Bipin and Blossom




A farming couple in Horon have recently welcomed the arrival of their infant son. You can witness the growth of the boy over the span of both games.

Sokra

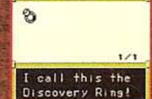




A traveling musician offers advice in and around Horon Village. He is well-versed in the ways of the land. Listen to him carefully.

The Mystical Power of Rings





As you explore Holodrum and the underground world of Subrosia, you'll find and purchase a collection of Magic Rings. When you take them to Vasu, the Horon Village jeweler, he will appraise them for you and reveal their powers.

A World Full of Character

Advice and information flow freely from the people of Holodrum and Subrosia. Some will offer items in exchange for other items.

Maple




Maple, the witch, flies recklessly over the land. If she collides with you, her items and your items will mix, mingle and scatter everywhere.

Item Exchange





Starting with your acquisition of the Cuccodex from the historian, you'll encounter a chain of characters who will offer one item in exchange for another. The chain ends with information about how to find a powerful weapon.

The Hero's Cave

You won't go far without a weapon to fight off Onox's minions. Travel west from Horon Village to the Hero's Cave. There, you'll find a sturdy Wooden Sword.

Work for Your Weapon





The Hero's Cave features a collection of classic Legend of Zelda traps and mechanisms. You'll push blocks and hit switches, search for a key and avoid Keese and Gels. In the last chamber, you'll find the Wooden Sword.



Gnarled Root Dungeon

With the Wooden Sword in hand, you'll be ready to brave the first dungeon, home to a furious beast and the first of eight Essences of Nature.

Get the Key from the Tree





The Maku Tree, located on the eastern edge of Horon Village, dispenses information and history about the land of Holodrum. It also provides you with the Gnarled Key—the item that you need to open the Gnarled Root Dungeon.

1. Insider Advice



One room north of the dungeon opening, you'll find an old man who has something to say. He'll tell you that you should light unlit torches to trigger events. When you acquire Ember Seeds, you'll be able to do just that.

2. Clear a Room, Get a Key

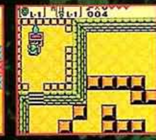




In the room that has two unlit torches and a band of Stalfos, you can earn a key by defeating all your enemies. You'll be back to the room later when you have the Seed Satchel and several torch-lighting Ember Seeds.

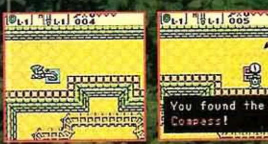
3. Know Where You're Going





After you dispatch a group of Stalfos in the chamber west of the entrance, you'll earn the map. From there, go north, ride a mine cart to the east and find a Gasha Seed. You can plant the seed in a patch of soft Holodrum soil.

4. Get Direction



After your first mine ride, walk up a set of stairs to a high platform where you'll find a switch and a treasure chest. Hit the switch to change the direction of the track and open the chest to discover the compass.

A B C D E F G
1 2 3 4 5 6
Seed Bag
Bombs
Gasha Seed
Compass
Ring
Key
Treasure
Boss Key
Boss
Dungeon Map
Key
Entrance
GNARLED ROOT DUNGEON

5. Collect a Key



After you switch the track, you'll be able to ride the cart to a new location. Once there, open a treasure chest to collect bombs, then go east to find a key.

6. Blast and Battle





Use a bomb to blast through a weak section of the north wall, then advance through a room of traps to the chamber minibosses—two strong Moblins. Avoid the Moblins' boomerangs and hit them with your powered-up sword.

7. Fire down Below



After you survive the miniboss battle, you'll discover a tunnel that leads to a Seed Satchel and a collection of 20 Ember Seeds. You can use the seeds to fight enemies with fire and also light torches—the key to opening more rooms.

8. More Moblins





The Moblins that you will battle for the Boss Key are considerably less powerful than the minibosses. Take them out quickly and collect the key.

Aquamentus



The winged dragon that will fight you for the first Essence of Nature fires shots in three directions at once and will occasionally charge at you. Power up your sword and swing when you have a clear shot at the dragon's head.

Sink into Subrosia

The Temple of Seasons is in the underground world of Subrosia. That's where you'll find both the power to change seasons and a population of cloaked creatures.

Follow the Shy Subrosian



After you burn away a pair of blocking saplings on the eastern edge of Horon Village, you'll encounter the skittish Subrosian, Rosa. If you can follow her without being seen, she'll lead you to the first Subrosia warp.



Boomerang Boogie



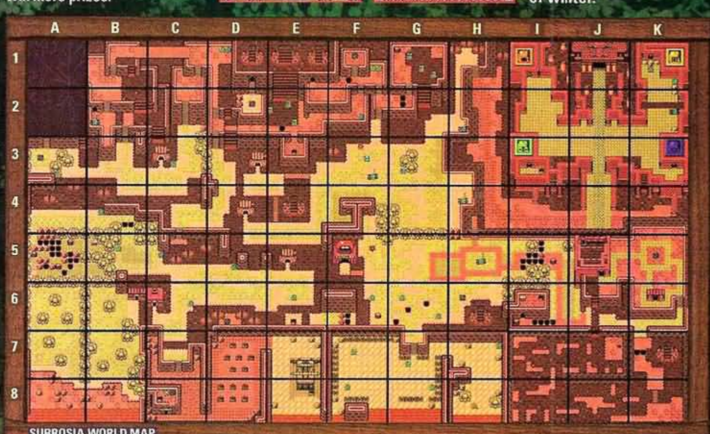
The traditional dance of Subrosia features three moves: move left, move right and jump. When you master those moves in the Subrosia Dance Hall, you'll win the boomerang. If you continue to dance, you can win more prizes.

Retrieve the Rod of Seasons



Enter the sunken Temple of Seasons to get the powerful Rod of Seasons from the temple spirits. Then go to the Tower of Winter and hit a switch with your Boomerang to gain access to the power of winter.





SUBROSIA WORLD MAP

Change Seasons

When the Rod of Seasons is enchanted with the power of all four seasons, you will be able to cycle through the natural changes of the weather.

Stand on the Tree Stumps to Change the Seasons



When you jump onto a stump in the Woods of Winter and wave the Rod of Seasons, a pond will freeze over. Walk onto the ice and cross the frozen pond to continue your adventure.

Unusual Entrance



The house with the locked door in the Woods of Winter hold the shovel. Find a stump nearby and use the rod to bring on winter again. The resulting snowdrift will give you access, through the chimney, to the shovel.

Seed Power

In addition to Ember Seeds, there are four more seed varieties. You can find them by beating bushes, defeating enemies and swiping at seed trees.

Search Trees for Seeds



Six different trees in greater Holodrum produce a total of five varieties of seeds. You can collect the seeds with one swipe of your sword. The trees are warp locations for when you use Gale Seeds.

Collect Five Seed Types



Ember Seeds create fire—good for fighting enemies, lighting torches and burning away blocking saplings.



You can use Scent Seeds to attract and to attack some enemies.



Pegasus Seeds will let you run faster for a short time.



Mystery Seeds have an odd effect on some objects, like owl statues.



Use Gale Seeds outside to create winds that will carry you away.

Snake's Remains

Full of slithering enemies and sliding traps, Snake's Remains is a dangerous collection of tunnels and chambers. You'll find it deep in the Woods of Winter.

1. Enter Fighting



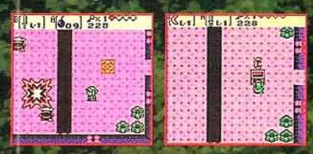
After you light the torches in the entrance room with Ember Seeds, go west, then north. You'll enter a room full of Snake Ropes. Defeat them all to earn the first key.

2. Collect the Compass



More Snake Ropes attack in room D7. After you defeat them, find the one block on the right side of the room that is not aligned with the others and push it to reveal the compass.

3. Pick up Power



By pushing the Hardhat Beetles into the holes in C5, you'll gain access to B5. Defeat the Moblins on the other side of that room with your sword or bombs to produce the Power Bracelet.

SNAKE'S REMAINS

A B C D E F

1 2 3 4 5 6 7 8

Boss Key

Power Bracelet

Dungeon Map

Boss

Key

Key

Treasure

Key

Compass

Entrance

4. Push and Destroy



While using the Power Bracelet, you can push the blue rollers in E7 out of the way and go around the outside to A7. In A6, you'll earn a key if you can destroy the blocking bricks quickly.

5. Blast Your Way to the Top

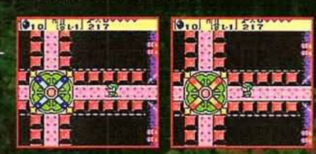
With a well-placed bomb, you can break through a set of weak bricks in F6 and enter a tunnel that leads to the northernmost tip of the dungeon. The miniboss is only a few rooms away.

6. Powerful Smile



The miniboss of Snake's Remains is a smiling face on the floor that spits fireballs. You can eliminate that smile with explosives. When the face appears, drop bombs between its eyes.

7. Turnstile Trouble



The behavior of the turnstile in room E3 is determined by your actions in the adjacent rooms. Try to approach it from different angles for different results.

8. Timing Is Key



The path to the Boss Key is marked with a large pit and sliding platforms (room F3). Since you can't jump, you must wait for the platforms to come to you.

Dodongo

The final battle pits you against a Dodongo. The only way to damage the beast is to toss it into the spiked pit in the middle of the room. If you can get it to eat a bomb, the resulting explosion will stun the beast. That's your cue to pick it up.

Ride Ricky

Over the course of your adventure, you'll encounter three pets. The bouncing, boxing, kangaroo-like Ricky is in Spool Swamp. Take him for a ride.



Box with Blaino



A bully named Blaino has Ricky's gloves. You'll find him in section I8 of the Holodrum map. He'll fight you for 20 Rupees. When you win, you'll get the gloves.

Hop, Skip and a Punch



Climb into Ricky's pouch and ride with him through the swamp. He can jump over single holes and to the top of short cliffs. He also packs a powerful punch.

Summer in Subrosia

You'll need the power of summer to enter the Poison Moth's Lair. Use Ricky to seek out a new warp to Subrosia and the Tower of Summer.

Open the Floodgates



Water blocks your way to the southwestern part of Spool Swamp. Find the floodgate keeper in section C7 on the map and get his key. Then take a nearby tunnel to the west and unlock the gates to let the water flow.

Search for Summer



Subrosian Rosa has a key that will unlock the Tower of Summer. When you drop into Subrosia, dig up a piece of star-shaped ore on the beach and trade it in the market for a bow. Give the bow to Rosa. She'll follow you anywhere.

Poison Moth's Lair

When you have the power of summer, return to Spool Swamp and change the season to summer in section A8. Then climb a vine to the dungeon.

1. Push Pots, Get a Key




Room E7 is packed with blocks and pots. After you defeat the Wall Masters in the room, push a pot from the east side of the room to the switch. That'll hold the gate open. Continue on to room D9 and collect the dungeon's first key.

2. Make Your Way to the Map



Stairs in E8 lead to E4. Go north from E4, pushing blocks and bombing through a weak wall, to reach E2 and the Dungeon Map. With the map in hand, you'll be ready to explore the rest of the dungeon.

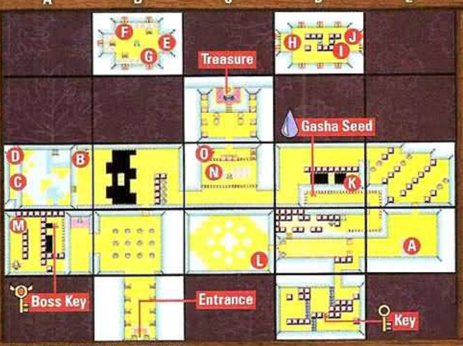
3. Push on and Find the Feather



The door in D4 will open when you arrange the statues on the south end of the room to match the pattern on the north wall. When that's done, find Roc's Feather in A2.







4. Compass Quest

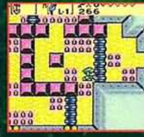




Jump to the west side of A3 with Roc's Feather. Fall to the raised platform in A7 and go through a tunnel to B5. Jump onto the trampoline in that room to bounce up to B1, where you'll find the compass.

5. Push with Power





Once you have the compass, drop from B1 to B5, push the trampoline and bounce up to the east side of B1. From there, go east and push the blue rollers in C1 out of the way while avoiding the spikes.

6. Push, Jump and Fly





After you take the stairs from D1 to D5, push the trampoline in the room so that it rests on the marked spot. Jump onto the trampoline and bounce up to the east side of D1 where you'll find a key.

7. Don't Hit the Switch





If you walk over the switch in D8, the floor will collapse. Suppress the urge to hit the switch. Instead, use Roc's Feather to jump over it and move on to collect the Gasha Seed in D7.

8. Unplug the Enemies





The electrical, squidlike minibosses are invincible as long as they're in the water. Pull them out of the water and throw them onto the floor, then slash them with your sword.

9. Up and Over





Take the stairs from C8 to the upper platform of C4. Go west to A4 and jump into the hole in the northwest corner of the room. You'll land in room A8, close to a giant, sliding trap.

Push for the Key



The Boss Key is in a treasure chest located on the east side of a line of blocks and a long gap. Push the fifth block from the top into the gap and jump to the key.

Mothula







The leader of the lair is a giant moth. Leap to the platforms in the center of the room, dodge the moth's fireballs and hit the beast with your sword when it rests. If you fall, bounce back and fight.

Learn to Swim

After you survive the third dungeon, you'll be off to the Sunken City. There, you'll find a new pet.

Get Wet







With Ricky's help, you can hop to the east and enter the Sunken City. Ricky will leave, but you'll be able to jump to shallow water using Roc's Feather. Go east to collect Gale Seeds, then go west to meet the Dodongo, Dimitri.

Find the Flippers





Riding on Dimitri's back, you can explore all of the Sunken City area. One cave holds four statues, three of which can be moved. Hit all four at once to earn the Master's Plaque. Take that to the master diver to get Zora's Flippers.

Sink and Swim



Once you have the flippers, you can explore all of the waterways in Holodrum and dive to find underwater passages. One passage, near the vase collector's house, leads to Mt. Cucco.

Climb and Warp



Mt. Cucco is a maze of caves and vertical climbs. You'll find several interesting places to explore and a warp to Subrosia in the northeast. Climb to the top of a cliff, then jump into the warp from above.

Feather Fiasco







Not long after you appear in Subrosia, a pair of hooded creatures will steal your feather. Follow them, but make sure that they can't see you. When they bury the feather, you can dig it up and go on your way again.

Bring on Spring

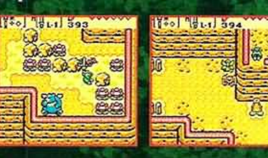
When you approach Subrosia from Mt. Cucco, you'll acquire the power of spring and march one step closer to the fourth dungeon.

Go Underground and Spring Forth



You'll find stairs to a tunnel east of your most recent arrival point in Subrosia. Take the tunnel to the Tower of Spring and equip the Rod of Seasons with the power to change the weather again.

Explore New Areas with Flowers in Bloom



With the power of spring in your possession, you'll be able to make use of Boom Blossoms and turn rigid blocking foliage into flowers that you can cut away. Use that power on Mt. Cucco.

Meet Moosh

While exploring Mt. Cucco, you'll befriend Moosh, a winged bear with a ground-shaking attack. If you help him, he'll help you.

The Way to a Bear's Heart...



Like most bears, Moosh is perpetually hungry. He needs spring bananas. Change the season to spring and cut away flowers to get a ride from a bird to the top of a tower. There, you'll find a banana for the bear.

Fly Fast for the Key



With Moosh on your team, you'll be able to reach the Dragon Key. Press the A Button quickly and repeatedly to hover over the holes and get access to the key. The Dragon Key opens the fourth dungeon.

Dancing Dragon Dungeon

The fourth dungeon is the largest and most challenging battle exercise yet. You must use all of your adventuring skills to survive.

A Trip to the Tower



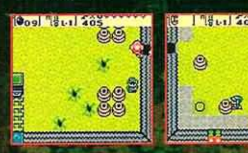
Once you have the key, search for the keyhole in the upper reaches of the mountain. Bring on winter for a snowdrift boost, then climb up and fly east with the help of a bird.

Stop the Flow



The dungeon entrance is behind a waterfall. When you use the Dragon Key, the water will stop. Return to the entrance, invoke summer and climb a vine into the dungeon.

1. Pot Luck



When you arrive in room C2, you'll find nine pots and eight switches. Break a side pot and the center pot, and slide the others onto switches. Hit the last switch to get a key.

2. Move to the Map





When you return to the mine cart, hit the switch and take a detour to A3. Move the statue to open the door, and follow the path to B7. You'll find the Dungeon Map there.



3. Key Collection




When you enter the tunnel in A7, you'll negotiate a series of disappearing blocks, and finally emerge in F7. Light a torch there to find your way to a key.

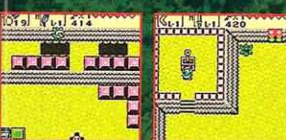
4. Take a Dip





Return to the entrance and go east to E4, where you'll get the compass. Then, go to D2, ride a mine cart to C1 and dive into the water to retrieve a key.

5. Take Long Leaps



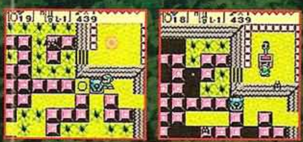
Use a Pegasus Seed and Roc's Feather to jump across the wide gaps in F1 and E1, then follow the path to C5 and collect yet another key.

6. Light Fight



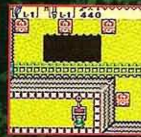

The minibosses are a trio of slippery wizards. They are vulnerable only when both torches are lit. Light them at the same time and swing at the wizard who casts a shadow.

7. Run for the Prize



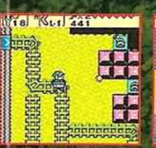
After you've worked your way down to room C10, push the room's one statue onto the switch and use the speed of a Pegasus Seed to run to the Slingshot as the floor collapses.

8. Roll and Fire

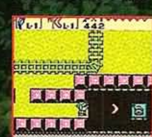
With the Slingshot in hand, you can get a key in D5. Ride through the room on a mine cart and light all three torches with Ember Seeds. The key will appear.

9. Trick Track Manipulation




Ride a mine cart from C8 to D9 by hitting the switches in D8 with seeds from your Slingshot. Move on to E7 and dive into the water for the Boss Key.

10. Switch and Go




Return to C8 and hit the switch in the southeast corner. Ride the mine cart to B8 and take the stairs in B7 down to A2. You're getting close!

11. Bridge to the Boss



The gap in A12 is too wide to jump. Use your Slingshot to light the torches with Ember Seeds. A bridge will span the gap.



Gohma





The dungeon leader is a crablike creature with one huge claw. Take swipes at the claw with your sword. When the claw is gone, switch to your Slingshot and aim for the eye of the creature when it is open.

Complete the Cycle

With one more visit to the Temple of Seasons, you will earn the power of the final season—autumn. The rod will be complete!

Lava Lake Survival




A warp in area J12 of the Holodrum map will take you to the Subrosian Lava Lake. Go south from there, jump across the lava and pull up an explosive Bomb Flower.

Blast a Boulder



When you take the Bomb Flower to the Tower of Autumn, a helpful Subrosian will plant the explosive on a boulder and blast the blocking rocks.

Oracle of Ages

An evil soceress who can control time has changed the history of the land of Labrynna. It's up to you to follow her into Labrynna's past and reverse that malevolent magician's wrongs.

Forest Serenade



The story begins in the woods of Labrynna, where Nayru entertains her friends. All is well, but not for long. An evil force has followed you into the woods.



Times Change





When Veran, a power-hungy sorceress, appears on the scene, you discover that the singer is also a sorceress—the Oracle of Ages—and that Veran plans to use the oracle's power of time travel to control the land.

Old Story, New Ending



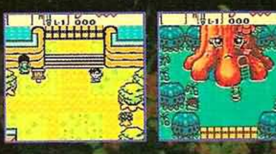


In changing the history of Labrynna, Veran has eliminated the wise, old Maku tree by destroying it in its sapling state 400 years in the past. For your first act of heroism, you must save the tree and give it the chance to grow. Get a sword from Impa and go south, then west to the town.

Times Change

Veran has taken Labrynna by storm, kidnapped Nayru and disappeared into the past. The changes in the past that she has made are starting to affect the present.

The Vanishing Tree



The present changes to reflect the changes in the past. When you go to the Maku Tree, via Lynna City, you will see the tree for a moment before it disappears. You must find a way to bring it back.

Tumble through Time



Traveling east from the site of the Maku Tree's disappearance, you'll find a warp to the past. When you step into the warp, you'll travel 400 years into Labrynna's history. Go south from there to find the Dark Tower.

Explore the Tower



While exploring the Dark Tower, you'll learn about the actions that Veran has already taken to control both the past and the present. You'll also earn a shovel that you can use to clear away blocking dirt.

Move Earth



The Maku Tree sapling is in danger. You must make your way along the Maku Path to save it. Use the shovel to dig your way into a cave that leads to the path.

Clear a Path




Not far along the Maku Path, you'll enter a room with a narrow ledge that extends over a large pit. Push blocks into the pit to clear the way to a switch. When you hit the switch, a key will appear.

A Whole Lot of Blocks




You'll find a switch surrounded by a complex pattern of blocks in a locked room. By pushing three of the blocks out of the way, you will be able to reach the switch and open the door. The sapling is not far.

A B C
1 2 3 4
To Maku Tree
Key
Entrance
PATH TO THE MAKU TREE



Save the Tree




A pair of Pig Warriors threaten the Maku Tree sapling. By defeating the enemies, you will ensure, for the time being, that the Maku Tree will grow. Go south and travel back to the present.

A Gift from the Tree




When you reach the present, return to the Maku Tree. You'll see that she is safe and fully grown. As a reward for saving her, she will give you a Seed Satchel and 20 Ember Seeds.

Spirit's Grave

You can lead the effort to save the oracle and stop Veran by collecting the eight Essences of Time. That quest begins in Spirit's Grave.

Go to the Graveyard




The Spirit's Grave dungeon is in the graveyard, east of Lynna City. Use Ember Seeds to burn your way into an underground chamber in the Yoll Graveyard. When you light the torches in the chamber, a gate key will drop.

1. Open Doors, Light Fires

From the entrance of Spirit's Grave, go east to room D7, defeat the enemies to open the door, then go to D6. When you push the rolling block into the hole with the blue side up, four fires will ignite and the door will open.

2. Know Your Way Around





The Dungeon Map and compass are both close. You can get the map by climbing up the stairs in D6 to the raised platform in D7, and you can get the compass by advancing north to D5.

A B C D E
1 2 3 4 5 6 7
Treasure
Boss
Power Bracelet
Gasha Seed
Key
Ring
Key
Key
Ring
Boss Key
Compass
Dungeon Map
Entrance
SPIRIT'S GRAVE




3. Grab the Magic Ring




After you collect the compass in D5, toss an Ember Seed at the barrier on the east wall of the room. The barrier will burn away to reveal a path to C5. There, you will find a Magic Ring that you can take to Vasu Jewelers.

4. Spar with a Spirit




Return to E6 and go through the room to E5. You'll face off with a ghostlike creature. By defeating the creature with your sword, you'll earn a key and access to D4, through D5. The miniboss is not far away.

5. Key Accumulation



Keys are easy to come by in the middle of the dungeon. When you enter D4, push the first block that you see to gain access to a key in the room's corner.

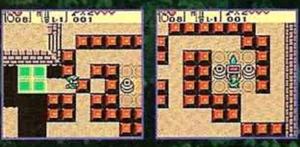
6. Platform Puzzle





When you enter D3, push the blocks so that you will have passage to the northeast and northwest corners of the room. Then hit the switches to make the platform and chest appear and get a key.

7. Get a Gasha Seed



When you hit the switch in the northeast corner of C3, a Gasha Seed will appear. Advance to the northwest corner of the room and hop onto the moving platform to exit.

8. Ghost Gang



The miniboss of Spirit's Grave is a large ghost with three small tag-along spirits. The small spirits will slow you down if they grab you. Clear them away with your sword and go for the big ghost.

9. Pick up Power



The Power Bracelet is in a tunnel. Go to the east side of A5 and light the two torches with Ember Seeds. A staircase that leads to the bracelet will appear.

10. Toss Pots




With the Power Bracelet at your disposal, you can pick up and throw blocking pots and other heavy objects. Use that power to get to a Magic Ring in A6 and the Boss Key in B7.

11. To the Boss or Bust



You'll cut through room B2 on your way to the boss room. While you are heading for the door, be sure to avoid the Wall Masters, or risk being sent to the entrance.

Giant Ghini





The leader of the dungeon is a ghost that wears a pumpkin for a head. After you hit it a few times, the pumpkin will fall to the ground. Pick up the pumpkin and toss it at the ghost as it skitters across the floor.

Fairies' Woods

With the strength of the Power Bracelet, you can open new passages, including the path to Fairies' Woods, west of Lynna City.

Forest Fairies



Move a blocking rock out of the way on the west side of Lynna City, enter the mazelike Fairies' Woods and search for a trio of happy sprites.

Catch Them If You Can





NP Before the fairies will help you, they want to play a game. They'll scatter in the woods and challenge you to find them in a maze of scrambled areas before time runs out.

Dungeon Collapse




You'll find a dungeon shortly after you leave the fairies. When you try to enter the dungeon, it will collapse. You must go back in time and enter the dungeon while it is still intact.

The Harp of Ages

Since events in the present are linked to new events in the past, you must chase Veran across time. The Harp of Ages will allow you to do that.

Search the Home of the Oracle

You'll find Impa in Nayru's home, northeast of Lynna City. Talk to the nurse, then push a statue out of the way to reveal a passage. When you explore that passage, you will find the Harp of Ages.

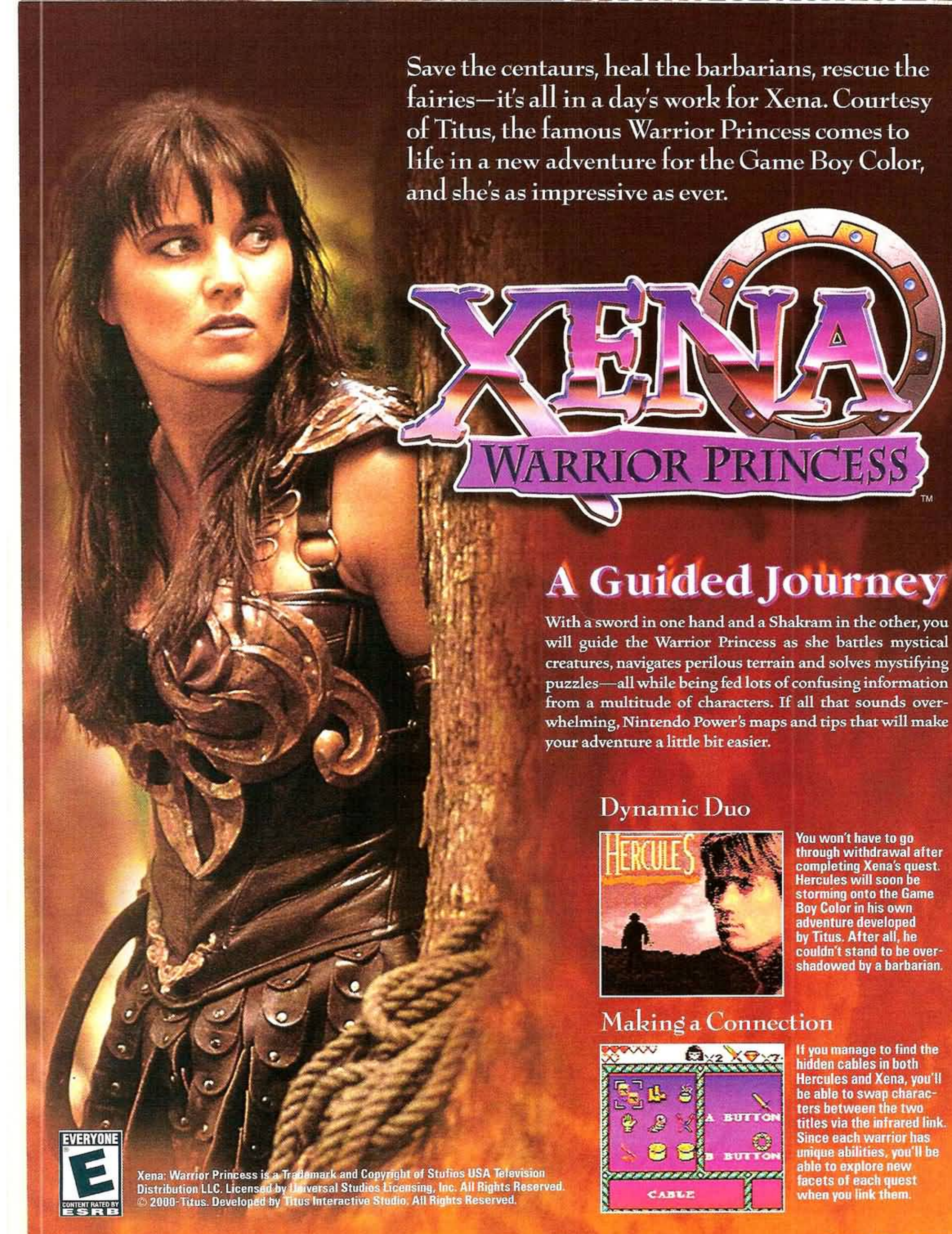
Take Control over Time

When you see a design on the ground like the etching outside of Nayru's home, play the harp. The design will turn into a warp that will carry you to another time. Use time travel to solve puzzles.

More Adventure to Come

Since this issue's Legend of Zelda strategy review has focused more on Oracle of Seasons than Oracle of Ages, we'll shift the focus to the latter for next issue's follow-up. They're two separate adventures, but they are linked by a password system. Finish one game, then play the second game as a sequel to the first. Our ongoing coverage will help you do just that!





Save the centaurs, heal the barbarians, rescue the fairies—it's all in a day's work for Xena. Courtesy of Titus, the famous Warrior Princess comes to life in a new adventure for the Game Boy Color, and she's as impressive as ever.

Xena: Warrior Princess

A Guided Journey

With a sword in one hand and a Shakram in the other, you will guide the Warrior Princess as she battles mystical creatures, navigates perilous terrain and solves mystifying puzzles—all while being fed lots of confusing information from a multitude of characters. If all that sounds overwhelming, Nintendo Power's maps and tips that will make your adventure a little bit easier.

Dynamic Duo

You won't have to go through withdrawal after completing Xena's quest. Hercules will soon be storming onto the Game Boy Color in his own adventure developed by Titus. After all, he couldn't stand to be overshadowed by a barbarian.

Making a Connection

If you manage to find the hidden cables in both Hercules and Xena, you'll be able to swap characters between the two titles via the infrared link. Since each warrior has unique abilities, you'll be able to explore new facets of each quest when you link them.



Weed Whacker



Xena isn't much of a warrior without a sword. As soon as the game starts, take an immediate left into the Bear's Territory and head to the southwest corner to collect the vital weapon. Once you're properly equipped, you'll be able to slash through obstacles and uncover treasures. Note that you must have five diamonds to save a game.

Great Forest

Floating near the entrance of the forest is a helpless fairy. You'll learn that he is searching for some assistance. After chatting with the fairy, track down the magic gloves and, if you still need to gather honey for the bear, follow the road west to the beehives.

Juking Joxer





After you've gained access to the Fates, they will instruct you to snatch the Lyre of Time from Joxer. You must chase him around a tree at the north end of the forest.

The Magic Touch

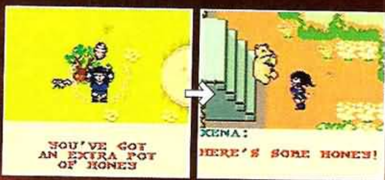


Xena cannot get through the maze without the magic gloves. They can be found in the large, solitary tree near the southeast corner of the woods. Strike the tree a couple of times to uncover the gloves.

Not-So-Sweet Dreams

Xena is a dreamer, but not the kind who imagines pretty visions of the future. Instead, she unconsciously conjures a nightmare world of fantastic horrors. As the game begins, Salmoneus informs Xena that she is in the midst of a vivid dream, set in Morphea's kingdom of Psychosia. He instructs her to find a sword in the Bear's Territory.

Bear Blockade



The only way to get past the bear and into the Fates' Retreat is to collect a bunch of honey from the beehive clearing. Head north to the Great Forest and follow the path west to reach the beehives.

Keys to Survival


Diamond


Heart


Multiple Diamonds


Extra Time





Fates' Retreat

The Fates are willing to alter the events of the past and lift their curse from the centaurs if you recover their Lyre of Time. Go back to the Great Forest and catch Joxer, who is dressed in green and looks like Robin Hood. Don't forget to take the Shakram before leaving the Fates' Retreat.

The Maze

With the help of the handy bird's-eye view of the entire landscape, you should be able to find your way in and out of the maze. There are multiple diamonds hidden throughout the labyrinth, as well as the important salamander-skin boots.

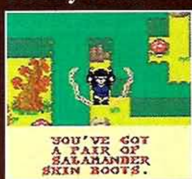


Heave-Ho



As if Xena isn't buff enough, she's about to get a serious muscular workout. Slip on the magic gloves to move the heavy rocks. Notice that she can push and pull them.

Fancy Footwear



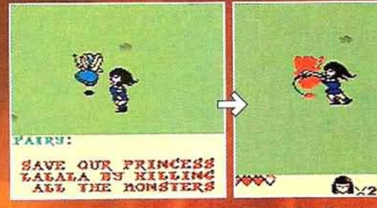
Find the fire-retardant salamander-skin boots in the southwest corner of the maze. You'll need the cool shoes to waltz through the volcano.

Fairies' Den

After you exit the maze and take the path that leads west, you'll find yourself in the Fairies' Den. Don't be alarmed if you feel a bit like Dorothy, surrounded by the Munchkins of Oz. The fairies may look a bit strange, but they are harmless and only want your help. Talk to them and gather valuable information.



A Friendly Exchange



The fairies cannot harm you, but they won't talk to you unless you bump into them. Some fairies will ask for diamonds before revealing secrets. You will discover that their queen is being held captive. Use your sword to swipe the fairies and collect valuable items. If you're lucky, you may even obtain an extra life.

Dime a Dozen

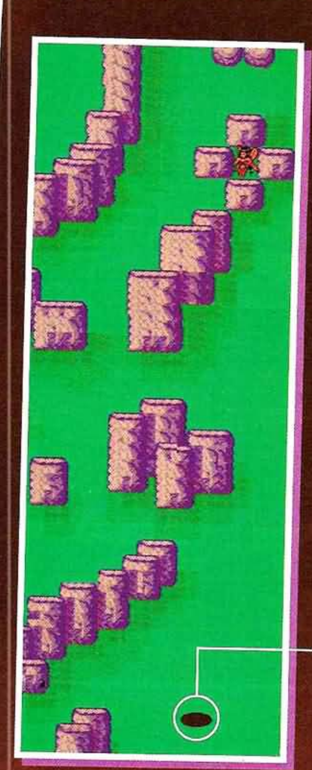


A bush in the upper-left corner will regenerate a diamond each time you reenter the area. It's a good place to go if you need to save your game.

The Conch



A large conch is hidden among the mushrooms near the shop in the southwest corner. Don't leave the item behind, because you can use it to summon a wooden raft at Rapids Run later in the game.



Forest of Stones

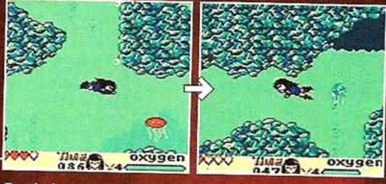
To save the fairy queen, take the opening north of the maze into the expansive Forest of Stones. You must cover every inch of the vast, green territory and wipe out all the pesky creatures before you can release Queen Lalala. Unfortunately, as soon as the queen is free, she will be abducted again and taken to the Harpies' nest. All that hard work for nothing!

Monster Mash



Move slowly and watch for winged monsters around every turn. The creatures strike quickly, so keep a safe distance after each swipe. Be sure to exterminate all the scorpions, too.

Taking the Plunge



Ready for a swim? In the southeast corner of the forest, a hole in the ground will drop you into a treacherous underwater shortcut to Dragon's Isle. Go there only after you've obtained maple syrup on Syrup Island.

Breakfast Anyone?



You can reach Syrup Island by crossing Death Bridge near the west side of the centaurs' village. You will have access to the bridge later in the game.

Volcano

If you go east of the maze—you'll suddenly find yourself in the heart of the volcano. Turn left and wade toward the top. Once you reach the peak, walk around until you get sucked into the underground tunnel.

Don't Get Burned



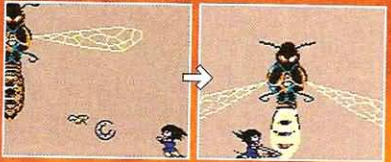
It's been said that walking across fire is a self-empowering, motivational activity that can be accomplished with the right mind-set. But in this case, make things easy on yourself before dipping into the smoldering lava—strap on the silky salamander-skin boots for protection.

Boulder Dash



Immediately after you enter the tunnel, press Start to access your inventory and assign the spring to the B Button. Large boulders will chase you down every ramp, so you'll need to time your jumps carefully. Don't forget about the bats hovering overhead.

Wicked Wasp



NP Arm yourself with the Shakram, which will allow you to hit the little bees above your head. Stay in the corner and wait for the mother bee to lower herself to the ground. Log onto nintendopower.com for more details!

Barbarian Village

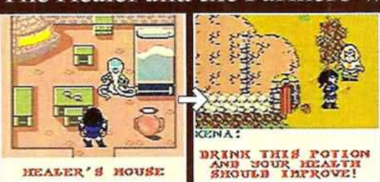
The barbarians are in a state of despair, and the worst part is that they blame Xena for the mess. As it turns out, Darphus disguised herself as the Warrior Princess and ravaged the town. You must earn back the villagers' trust by lending a helping hand. Use the shortcut to travel back and forth between the barbarian and centaur villages and collect all the diamonds.

The Crone



The witch will brew up an elixir to use on the chief, but you must first give her a smelly fish.

The Healer and the Farmer's Wife



After meeting the healer, you'll travel to the centaurs' village and find the farmer's wife. Get a lock of her hair and return to the healer for the potion.

The Farmer



Enter the barn in the southeast corner of the village and locate the farmer. He will reward you with an apron for assisting his ailing wife.

The Blacksmith



Bring the apron to the blacksmith and he'll exchange it for a pair of shears. If you haven't paid your 50-diamond debt to the healer, the blacksmith will remain suspicious and turn you away.

Gone Fishin'



Take the shears to the centaurs' village and locate the fishpond in the northwest section.
Cut the wire mesh with the shears and return to the fisherman.

The Fisherman



When Xena gives the fisherman the pond's location, he'll hand over his prized smelly fish in return. Offer the fish to the witch to get the elixir.

The Chief



Give the elixir to the chief. His head will clear, and he'll remember that Darphus was responsible for the destruction of the village.

Head Eastward



After the chief makes peace, he will open the passage to the east, which leads to the road to Darphus.



Tunnel

The long, complex passageway that will eventually lead you to Darphus is a great place to stock up on hearts and diamonds. Make sure you gather enough extra time to explore the entire burrow. Pause the game and access your inventory to use the additional time and hearts that you collect. Keep an eye out for large spiders and tornado-spinning zombies. Use the map to avoid falling off cliffs.







The Eyes Have It



Darphus will unleash a gigantic eyeball, hoping to eliminate you with as little effort as possible. To defeat the eyeball, run in circles while throwing the Shakram. Resort to using your sword only when cornered. Use extra hearts if necessary.

Light the Way



After defeating the bouncing eye, you should receive another heart, which will come in handy while battling Darphus. Remember to strap on your fireproof boots again before walking through the lava. Explore the area until the torch is lit and return to the entrance hall to fight Darphus.

Sneak Attack



Finally you are face-to-face with the enemy who devastated the barbarian village. Darphus will hurl fireballs wildly in all directions, so position yourself behind her as often as possible and strike rapidly. Don't be afraid to pause the game and use as many extra hearts as you need.

Stay the Course

The journey has been draining and the conflict with Darphus will undoubtedly leave Xena weary and jaded, but there's much more that needs to be done. The chief of the barbarians will instruct you to return to the Forest of Stones and find the forlorn Queen Lalala in the Harpies' nest. Before you reach the end of the quest, don't forget to uncover the Game Link Cable that will allow you to swap characters between the Hercules and Xena Game Boy titles!

Pokécenter

News Flash from Japan!

Lots of exciting Game Boy Advance news was revealed at a press conference held in Japan recently, and some of it had to do with Pokémon products that will be released in Japan in the next few years. While the news from Japan is exciting, remember that we don't know for sure whether the products will make it over to our shores, and if they do, we have yet to learn when that will be.

Mr. Tsunekazu Ishihara, general producer of Pokémon and president of Creatures inc., took part in the press conference, and he had a few interesting things to say about Pokémon. Mr. Ishihara introduced the tentatively titled Card-e Reader accessory for the Game Boy Advance. The Card-e Reader plugs into the Game Boy Advance just like a Game Pak, and it can read data stored on the all-new and temporarily named Pokémon Card-e trading cards. The cards will have a special barcode that contains data about the Pokémon on each Card-e, including sounds, Pokémon stats, evolutionary lines, attacks, strategies and more. The Pokémon Card-e trading cards will still have the traditional info and pictures on them and can be played just like any other Pokémon Trading Card Game card—but when you swipe them through the Card-e Reader, you'll get all sorts of cool insider info.

Mr. Ishihara also announced that four new Pokémon will be part of a new Game Boy Advance Pokémon game, which is scheduled for release in Japan in 2002. The game, which has the working title of Pokémon Game Boy Advance, is shrouded in secrecy, but Mr. Ishihara said, "This game will be very important and will be the origin of a new Pokémon world." Mr. Ishihara even introduced three new Pokémon from the game, whose Japanese names are Luri Luri, Kakureon and Hoeruko. At least one of the new Pokémon, Luri Luri, seems to have a tie to a current pair of blue Pokémon from Gold and Silver. A picture of a boy Trainer was also shown. The four characters from Pokémon for Game Boy Advance are said to have roles in the fourth Pokémon movie, which opens this year in Japan. Keep reading the Pokécenter and future issues of Nintendo Power for more info on exciting new developments from Japan!

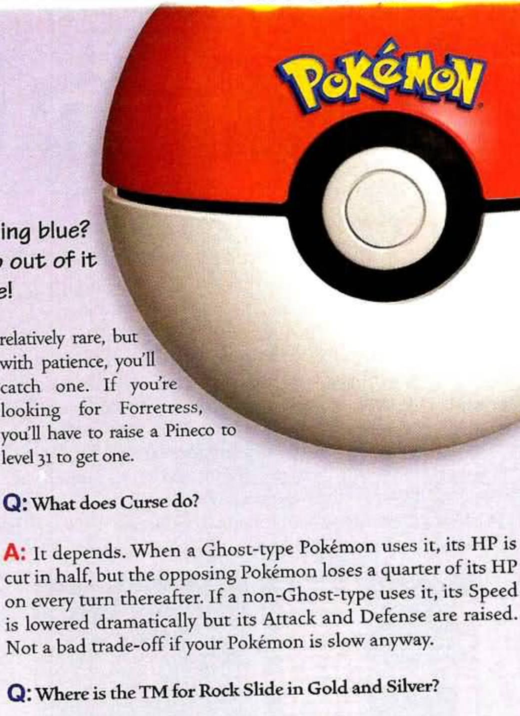








Pokéchat



Hey you, Pokéfan! Does Pokémon Yellow have you feeling blue? Is Pokémon Gold or Silver making you see red? Snap out of it and send us your puzzlers. We're up to the challenge!

Q: I read about the Pokérus a few issues ago, and now I'm curious. How do you get the Pokérus? What is it?

A: Pokémon science hasn't been able to uncover all of the secrets behind the odd Pokérus condition. It's said that Pokémon will, on very rare occasions, "catch" the Pokérus in a completely random manner. If your Pokémon have the Pokérus, you will get a strange message from both the Pokémon Center attendant and Professor Oak. The Pokérus is actually beneficial and not dangerous at all—but it doesn't last long.

Q: How can I get the Big Snorlax Doll for my room? I want it!

A: Your mom will buy it for you if you've saved enough money together. If she isn't saving money for you, go back to New Bark Town and ask her to.

Q: How many Dark-type Pokémon are there?

A: Not many, really, which is pretty lucky for all the Ghost- and Psychic-types out there! There are six Dark-type Pokémon: Umbreon, Murkrow, Houndour, Houndoom, Sneasel and Tyranitar. Of the six, only Umbreon is a pure Dark-type creature.

Q: Is there any surefire way to run into a shiny Pokémon?

A: Not unless you count the Red Gyarados that's conveniently swimming in the Lake of Rage, just waiting to be caught. If you really want to catch a shiny (differently colored) Pokémon, your best bet is to search everywhere and keep your eyes peeled for those special Pokémon.

Q: Will the Jynx pose for me in Pokémon Snap?

A: Yes, the lovely ladies will do a little dance if you play the Poké Flute for them as you pass by.

Q: I can't find Pineco. Why?

A: Pineco is one of those somewhat frustrating Pokémon that can't be found unless you headbutt the trees around Johto. Try headbutting the small trees in wooded areas and be persistent. Pineco are relatively rare, but with patience, you'll catch one. If you're looking for Forretress, you'll have to raise a Pineco to level 31 to get one.

Q: What does Curse do?

A: It depends. When a Ghost-type Pokémon uses it, its HP is cut in half, but the opposing Pokémon loses a quarter of its HP on every turn thereafter. If a non-Ghost-type uses it, its Speed is lowered dramatically but its Attack and Defense are raised. Not a bad trade-off if your Pokémon is slow anyway.

Q: Where is the TM for Rock Slide in Gold and Silver?

A: It's not in Gold and Silver at all. You'll have to trade a Pokémon back to Red, Blue or Yellow to get Rock Slide from a TM.

Q: Where is Teddiursa?

A: It's found on Route 45—but only in Gold. Silver owners will have to trade for it.

Q: Do Unown learn moves by leveling up?

A: No. Hidden Power is the only move an Unown has.



Pokémon University

Welcome to Pokémon University! Professor Elm and Professor Oak are two of the most respected Pokémon authorities in the Pokémon World, and they're teaming up to answer all of your Pokémon questions.

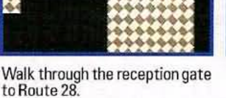
ELM

OAK

How do I get to the Silver Cave?

You access Silver Cave by traveling along Route 28, which you can't enter until you have collected all of Johto and Kanto's badges. After you have all 16 badges, swing by Professor Oak's place in Pallet Town and chat with my dear colleague. He'll give you permission to enter the once-blocked hallway in the Victory Road reception gate. Just outside is Route 28. Be careful when you visit the area—there are lots of Pokémon at or around level 40 that are waiting to battle you there! The cave is dark, so be sure to bring along a Pokémon that knows Flash.





Walk through the reception gate to Route 28.



Silver Cave is full of all sorts of interesting Pokémon.

Where is Togepi in Pokémon Puzzle Challenge?

Togepi is another secret Pokémon you can catch in Pokémon Puzzle Challenge, and catching one isn't very hard. Start a One-Player Challenge game on Normal difficulty or higher. Before you make it to Clair in Blackthorn, you must create a 10-Block combo. It sounds big, but a 10-Block Combo isn't impossible to create. Try lining up two columns of five blocks each then reversing the middle blocks in each column. Switch the two blocks to finish the 10-Block Combo. There are other ways to build a 10-Block Combo. Experiment with the game on Easy difficulty if you're having trouble. Once you make the 10-Block Combo, a Trainer named Pokéfan will challenge you. Win the battle to claim Togepi as your own.



Big 10-Block Combos are easier than you think.

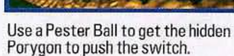


Togepi gets very egg-cited when it wins a battle.

How do I get to the Cave level in Snap?

You have to open up a secret gate near the end of the River course. While coasting down the river, keep a lookout for a red switch on the right bank of the river. A Porygon is nearby. Aim a Pester Ball at the brown wall behind the red switch to scare the Porygon onto the switch, which will open up a new part of the river. The Zero-One will float into the newly opened area, which leads to the Cave.





Use a Pester Ball to get the hidden Porygon to push the switch.



You'll drop down into a gloomy cave with lots of Pokémon.

How do I train Smeargle?

If you want the moves Smeargle Sketches to become a permanent part of its arsenal, you have to Sketch moves during an in-game battle—moves learned during Game Link battles will be forgotten. Any in-game battle will do, but if you want to be very precise about it, you can use two Game Boys and two Gold or Silver Paks to train Smeargle. Take a Pokémon, preferably with just one move, and install it as the only member of the party on one Pak. Keep Smeargle on the other Game Pak as the only or first member of the party. Mystery-Gift between the two paks, then take your Smeargle-led party to the Trainer House in Viridian City. You'll battle the one-Pokémon party from the other Pak in the Trainer House, and, since it is the only Pokémon on the team, it will be easy to Sketch the move you want. Level-up your Smeargle until it learns Sketch again, and repeat. It's a time-consuming method—but it's also risk-free.



Smeargle is located in the Ruins of Alph area.



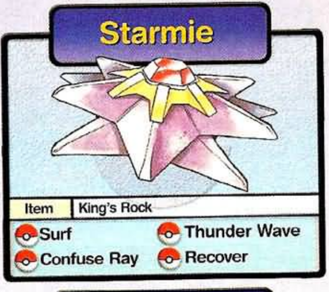
Smeargle's Sketch makes it an unpredictable opponent.

Colosseum

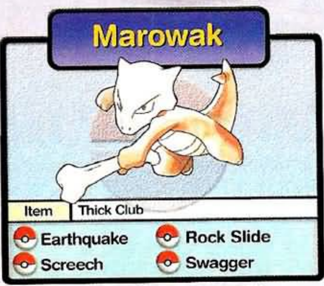
POKéMON

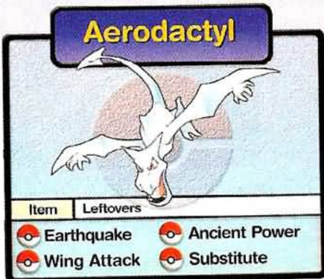
The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

This month's Trainer, Nick Moore, says he's better known as NickWhiz1 to the online Pokémon community. Like a few of the Trainers before him, Nick uses specific strategies with each of his Pokémon, which makes them better able to survive battles with many Pokémon—even Pokémon they're otherwise unlikely to beat! Nick likes to combine the effects of several moves on his opponents, sometimes even using one Pokémon to set up an opponent and another to take it down.













Nick digs the combination of Thunder Wave and Confuse Ray so much, he put it on two of his Pokémon. Paralysis mixed with confusion leads to an opponent that simply won't attack very often, which allows Nick to use Surf to wash away the opponent's HP. The addition of the King's Rock to Starmie makes it even less likely that a paralyzed and confused Pokémon will attack—even if neither condition deters it, it still might flinch. Lanturn's Screech works with Thunder Wave and Confuse Ray to lower the opponent's defense so it does more damage to itself while confused and takes more damage from any attack thrown at it. Unlike paralysis, which lingers, confusion can wear off pretty quickly. Some opponents won't wait it out, however, and they'll switch their Pokémon. That will give Nick the opportunity to use Thunder Wave and Confuse Ray on another poor Pokémon, leaving it at a disadvantage. As you can see from the multiple Thunder Waves, Confuse Rays, Earthquakes and Screeches on Nick's team, he has his favorites. It's not unusual for Trainers to rely on certain attacks or combos, and as long as you don't become too predictable, that can be fine. If you take on the same opponents often, they may come up with ways to get around your favorite moves.



The same King's Rock that helps Poliwhirl evolve into Politoed can also be held by any Pokémon when in battle. During a battle, the King's Rock may cause the opponent to flinch. You can get a King's Rock from a researcher in the Slowpoke Well or from wild Poliwhirl, Slowpoke and Slowbro.



Wild Marowak and Cubone may be holding Thick Club, an item they can use to give their Attack stats a nice boost. If your Marowak or Cubone doesn't have the item, try using Thief or catching a few more to get one. No other Pokémon can use Thick Club—it works for Marowak and Cubone only.

Hot off the Press

Check Hot off the Press to find out what's new in the world of Pokémon every month. Learn about the latest and upcoming Pokémon games, cards, TV shows, movies, toys, tours, events and more right here!

Celebi Celebration

Pokémon Stadium 2 players will notice that Cooltrainer Marty in Round 2's Prime Cup has a new Psychic-and-Grass-type Pokémon. It's Celebi, the 251st Pokémon. Players can rent Celebi in Round 2's Prime Cup, too. Renting Celebi is the only way to get your hands on the time-traveling Pokémon for now, but you never know what might happen in the future!





Toy Fair 2001



Pikachu, Pichu and a fleet of customized Pikachu Beetles and Lugia PT Cruisers were on hand to celebrate Toy Fair 2001 in New York City. Plenty of Pokémon-related toys and other merchandise were announced at the Toy Fair. You can expect to see lots of great new figures, board games and other collectibles from Hasbro in the next year, and many more companies are making tons of Pokémon products, from toothbrushes to temporary tattoos. People were talking about upcoming Pokémon games Pokémon Stadium 2 and the just-announced Pokémon Crystal at the Toy Fair, too.





Pokémon Crystal Coming Soon

Pokéfans in Japan got a great gift in December—Pokémon Crystal. The shimmering sensation is a new twist on Pokémon Gold and Silver. Players can play as either a girl or a boy Pokémon Trainer in Crystal, and the Pokémon battles are more animated than ever. There's even a special bit of new info in every Pokédex entry! In Japan, Pokémon Crystal works with the Mobile Adapter GB, which allows players to connect their cell phones to their Game Boys and the Pokémon Crystal game. Japanese players can trade and battle Pokémon on a network with the Mobile Adapter GB. Even though players in Japan have had their hands on Crystal for a while now, plans for Pokémon Crystal's U.S. release were pretty hush-hush until recently. Pokémon Crystal's U.S. release was announced at Toy Fair 2001. Expect the game to make its U.S. debut this fall. Stay tuned to the Pokécenter for more news on the amazing new Pokémon game!



Players can finally choose to be a female character!



Some Pokémon can learn different attacks in Crystal.

For more Pokémon news, be sure to check out pokemon.com!

Send questions, comments and teams to:
Nintendo Power
P.O. Box 97082 Redmond, WA 98073
pokecenter@nintendo.com

The Next Smash Hit!





"An Excellent Grand Slammer!"
– Nintendo Power

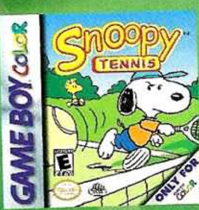
Play all your favorite PEANUTS® characters.

Smash your way to victory on 9 different courts.

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visit www.snoopy.com
for hints, tips and cheats!
Unlock Woodstock: WHGX









INDIANA JONES and the INFERNAL MACHINE™



The world-famous archaeologist comes to Game Boy Color in THQ's version of Indiana Jones's epic N64 adventure. Dangerous wildlife, dastardly villains, hidden traps, brain-twisting puzzles and ancient mysteries await!





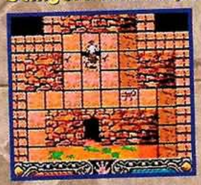
SWINGING INTO ACTION

Indy's back! The Soviets are excavating ancient ruins in search of the four pieces of an Infernal Machine that can unleash chaos across the planet. Join Indiana Jones in exotic locales filled with nonstop action and show-stopping puzzles to recover the pieces before the fiendish foes get their hands on unspeakable power.

Canyonlands

Dangerous wildlife and stomach-churning cliff edges are no problem for the hero. He's ready for anything that crosses his path. Indy's first goal is to journey deep into a gorge in search of treasure and his CIA confidante, Sophia Hapgood.

Stingers and Traps



Watch your step! Poisonous snakes and scorpions can end your quest early if you don't keep an eye out for them. If bitten or stung, jump over to your inventory and use a Poison Kit before your health drains away. Also, watch out for odd-looking tiles—traps are everywhere.

Swinging Indy



Indy's whip takes out creatures and bad guys in a snap. It's also the perfect tool for crossing gaps too wide for a leap of faith. Look for pegs above expanses, position yourself just right, then crack your whip to get into the swing of things.

Push and Pull



Move blocks to reveal doorways, uncover treasure, activate pressure-sensitive floor levers and build steps to seemingly unreachable areas. Push the A Button to grab a block, then use the Control Pad to move it.

Treasures



Each level contains 10 pieces of treasure. You'll stumble across some valuables on the path and earn other pieces for skillful puzzle solving. In the area with the row of four tiles, step on the tiles in the correct order to win treasure. From left to right, activate tiles 3-1-2-4.





Babylon



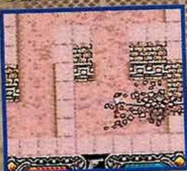
Navigate breathtaking underwater passages and a maze of puzzling ruins to find four clay tablets and uncover the plot behind the Soviet excavations. Think before you act—the ancient Babylonians left plenty of puzzles to stop you in your tracks.

Switches and Keys



If you reach a locked door, look for switches to open the way. Activate the switch in the guard room to open a door outside and to the left. In some cases, a keyhole will indicate that you must use a key to proceed.

Gun Barrel



Barrels in a dead-end room should suggest a way to continue. Stand across the room and fire a round from your pistol into the explosive barrels. The old wall behind the barrels will crumble to dust.

Take the Plunge



Take a deep breath—you'll need it to get through the underwater maze. Keep your eye on the blue air meter in the bottom right as you search for treasure and a way out. When you reach the exit, catch your breath then dive back in to investigate still unexplored areas.

Stepping Stones



A hop, skip and jump will get you through the next section. Step on the sunken, lighter-colored tiles on each side of the closed elevator shaft. Each time you activate the tiles on the left and right sides, the door will ease open. Repeat until the door is wide open.

Subtle Clues



Pay close attention to symbols and patterns, such as the six-pointed star in the room shown on the left. In the room on the right, move the blocks over the darkened points in the sketch, covering the bottom- and top-left points. The grinding sound is a hidden door opening to your next challenge.

Mapping It Out



Once you find all four tablets and a steel cog, ride the elevator you discovered earlier to the room with the blank screen on the wall. Place the cog in the hole to the right and the tablets in the four open slots. A map will appear on the screen, guiding you onward.



Russian Border

The plot thickens! Cross over the snowy Russian border, avoid the wolves, infiltrate a well-guarded underground base, search for treasure in the underground rooms, and locate a means of escape on an icy river.

Backdoor



Don't expect to walk through the front door of the base. Work your way up the cliff and past several guards, then leap to the top of the guard tower. Climb down the tower and into the roof entrance.

Duct Out



See the duct above the stacked crates? That vent is your exit out of the room. Build steps to the vent out of crates, then grab the treasure in the cabinet before squeezing into the next section.

Watery Exit



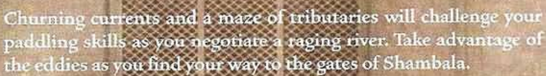


If you've explored the base, you'll soon realize that the only way out is by water. Look in the cabinet to find an inflatable raft. Walk over to the river's edge, open your inventory then activate the raft icon. With paddle in hand, jump aboard and push off.



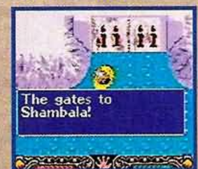
Tian Shan River

Churning currents and a maze of tributaries will challenge your paddling skills as you negotiate a raging river. Take advantage of the eddies as you find your way to the gates of Shambala.



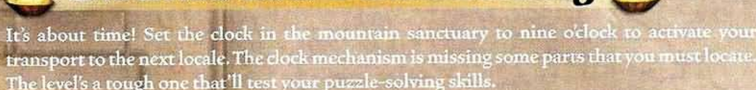
Head South





Keep a clear head as you navigate the river. Head west (left) and south (down) to reach the gates. Fight against strong currents and watch out for boulders that can bounce you in directions you don't want to go.

Shambala Sanctuary



It's about time! Set the clock in the mountain sanctuary to nine o'clock to activate your transport to the next locale. The clock mechanism is missing some parts that you must locate. The level's a tough one that'll test your puzzle-solving skills.

Hidden Switches



Before entering the sanctuary, be sure to stack boxes to access the treasure on the right side of the building. Once inside, activate switches behind boxes on the left and right, and then activate the third switch at the north end of the room.

Steel Cog



A guarded room contains treasure and a steel cog—a vital piece of the clockwork mechanism that requires your maintenance expertise. Collect each piece then scoot up the ladder.

Two-Step



Two walls block your path. Push the block onto the upper-left tile to drop the first wall. Grab the treasure then push the blocks into the configuration shown. The wall on the left side of the room will drop, revealing a ratchet and treasure. Nab both then check out the room to the south. You'll open the treasure chest later. For the moment, head back outside.



Jam and Jump

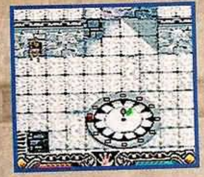


Hickory, Dickory, Dock, it's time to fix the clock. Exit the sanctuary and head over to the bell tower on the left. Enter the tower, pull the ratchet from your inventory and jam it into the gears. Then start jumping off the two tiles, first one then the other until the bell gets stuck.

Man of the Hour

Head back to the base of the bell tower and slip the steel cog onto the post. The mechanism will start up and put the clock back in working order.

Finding Time



Rush over to the switch on the wall and set the time to 9:00 o'clock. When the bell strikes nine, the statue of the bell ringer will be activated.

Like Clockwork



Make a beeline to the bell ringer statue before the timer rings. It won't wait for you! The statue will spin, indicating that it's time to pull the switch to the right. Once activated, the statue will move over to ring the bell and cause a seed to drop to the floor. Grab the seed and head back to the sanctuary.

Seeding a Clue

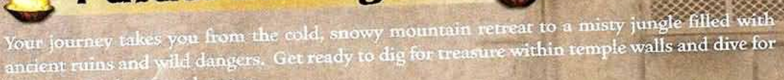


Remember the vase that you found near the sanctuary entrance? Head over to it and drop in the seed. Pick the magical blossom that appears.

Urgon's Part



Take the flower over to the room with the treasure chest. Fuel the flame with the flower to unlock the chest and retrieve Urgon's Part. This magical tool will open blocked passages that lie in the path ahead.



Palawan Lagoon

Your journey takes you from the cold, snowy mountain retreat to a misty jungle filled with ancient ruins and wild dangers. Get ready to dig for treasure within temple walls and dive for riches in shark-infested waters.

Break It Down



You finally have the chance to try out Urgon's Part. Approach weak, discolored areas in walls (look for sections that don't match the other bricks), and then activate the part. The wall will crumble, revealing new areas.

Buried Treasure



You'll need to dig for some of the treasure in the level, and that means you'll need to find the right tool. Find the spade in the chamber beyond the cracked wall. Look for patches of soft dirt, roll up your sleeves, grab the spade and start digging.

Pull to Push On



At first glance, the room seems to be a dead end. But if you look carefully, you'll notice that a portion of the right wall doesn't match the rest. That section of the wall is a crate. Pull it back to reveal a passage that will take you to an even bigger challenge.

Man the Torpedoes



Locate the disarmed torpedo on the narrow beach. Just north of the torpedo is the cabin key. Find it then swim over to the sunken ship on the left. Inside the ship, locate the arming device, take it to the torpedo and set off an explosion that will open a new entrance to the ship.

Crank It Up



When you've located the crank, head to the crane on top of the ship. Use the crank on the crane to retrieve a hammer. That hammer will come in handy on the sunken plane that you might have seen near the start of the section.

Pry It Open





The propeller blade would be handy to pry open the sunken plane's rusted door. But first, you must detach it from the prop. Use the hammer on the blade to free your new pry bar. You can use the propeller blade to open the door.

Palawan Volcano



Your adventure is heating up! The temple, located in the heart of an active volcano, is the tomb of a long-departed king who doesn't appreciate visitors. Lava pools, crumbling floors and beasts from the underworld are waiting for you to descend into the Palawan Volcano.

Dead End?



Climb and swing your way to the chamber of the entombed king. The king and a key float out of reach; a locked door blocks your path and no other exits are in sight. But Indy knows that appearances can be deceiving.

Fall Out



To locate the path onward, just follow your feet. Jump to the space between the two textured tiles. A trapdoor will open and drop you into a room. Follow your feet!

On a Roll



Get ready for some rock 'n' roll! A lava monster is waiting for you at the top of a ladder. Fight or run past the beast, then hurry along the path. What's that rumbling sound? It's your clue to duck into the niche off the path. A massive boulder will roll past and plow an opening for you.

Buttoned Up



Restore your health with the medicinal herb, then locate the button on the wall. Push it once to open an underwater passage. Another press of the button will put the king and key within reach. With one more push, you'll be ready to swim back to the king's chamber.

Skull Key



The king's key is yours for the nabbing! To avoid aggravation and a feeling of déjà vu, watch your step near the still active trapdoor. With the key in hand, plunge into the water and swim through the newly opened passage.

Unlock the Block

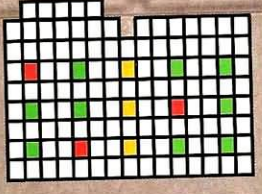


You have the key to the locked door, but the doorway is blocked. Climb the wall pegs to reach a well-guarded button. A push of the button will clear your way to the chamber with the puzzle of tiles.

Mind Blocker



Move blocks along a 3x5 grid to access the blocked and locked door. To open the door, push the blocks into the following positions: row one, space one; row two, space four; row three, space two. To activate the switch, push the blocks onto the third space in each row. Swing to the ledge on the revealed peg, head south and find the button that drops the wall.



Behind Bars



With the block riddle solved, you'll enter a room filled with traps (avoid the textured tiles). Sophia is waiting for you with an update. As you approach, a guard will emerge and whisk her away to a locked and guarded cell. Foiled again!

Indy to the Rescue



Time to rescue Sophia! A monkey statue nearby offers a clue to your path. The monkeys on the door are the clue you need to find Sophia. But first, you'll need a jailer's key to save your friend. Run to the left, take the elevator up and find the key you need.

Taklit's Part



Track down Sophia then follow her. She'll help you escape. As you continue, you'll find a peculiar door. Just as you suspected, the door has its eye on you! To the left of the door in another room you'll find Taklit's Part, a magical item that allows you to become invisible to your enemies. Use the item on the door to avoid its stare and move into the next adventure-filled scene.

GETTING WARMER

NP You've survived rivers of lava and molten enemies, but hold onto your fedora—your trail has only started to heat up! Invisibility will help you avoid enemies, and, before long, a discovery will allow you to float. With powerful tools in hand, you'll uncover the Infernal Machine itself and an even deeper mystery that's out of this world. Your adventure begins this May. In the meantime, head up to nintendopower.com to uncover more!



2000 NINTENDO POWER AWARDS

The results are in, and even Majora's Mask can't hide your affection for the Zelda series. Find out how the rest of your favorites fared in our annual poll.

A CUT ABOVE THE REST





We'd like to pretend that we didn't see it coming, but it was as clear as the full moon looming over Termina. The Legend of Zelda: Majora's Mask crushed the competition in the Best Overall Game category, beating the second-place finisher, Perfect Dark, by almost a two-to-one margin. Pokémon Gold and Silver and Banjo-Tooie also put up strong numbers, finishing third and fourth, respectively.



NUMBERS TELL THE STORY



B BEST STORY

It follows that a story-based adventure game that dominated the best overall game category would also take the Best Story honors. The Legend of Zelda: Majora's Mask racked up more points than the eight other contestants combined. Perfect Dark's alien conspiracy and Banjo-Tooie's fractured fairy tale ate Link's dust in a tight race for second place.

1. The Legend of Zelda: Majora's Mask (N64)
2. Perfect Dark (N64)
3. Banjo-Tooie (N64)

IT'S ABOUT TIME



D MOST INNOVATIVE

Are you beginning to see a trend? Though some voters may argue that the voice recognition system in Hey You, Pikachu! should Thundershock all comers, Zelda partisans put their time-oriented title over the top. The Hawk managed to grind out a third-place finish, driven by Pro Skater's smooth-running engine and intuitive controls.



1. The Legend of Zelda: Majora's Mask (N64)
2. Hey You, Pikachu! (N64)
3. Tony Hawk's Pro Skater (N64)



GOOD LOOKING IN THE DARK

C BEST GRAPHICS

Rare has always managed to squeeze beautiful graphics out of the N64. Many voters were moved by the creepy alien textures and dynamic lighting in Perfect Dark, which edged out its sister title, Banjo-Tooie, for the pretty polygon prize. The World Is Not Enough was a distant third.



1. Perfect Dark (N64)
2. Banjo-Tooie (N64)
3. The World Is Not Enough (N64)

HE PLAYS A MEAN OCARINA



E BEST MUSIC

Will you all please stand for the Hyrulean national anthem? Audiophiles have been rocking out to brilliant Zelda soundtracks for years, but we shouldn't overlook Pro Skater's playbill of popular performers, like Primus. Perfect Dark's eerie techno tunes secured the shooter a spot in the top three.

1. The Legend of Zelda: Majora's Mask (N64)
2. Tony Hawk's Pro Skater (N64)
3. Perfect Dark (N64)



THE SOUND OF BUZZ



BEST SOUND



The atmospheric sound in Majora's Mask sets the dark tone for the game, which carried the category easily. Perfect Dark's cinematic surround sound pushed the limits of the N64's capabilities. Banjo-Tooie's silly sonics were also cranked up to eleven, thanks to Rare's mastery of the sound board.

1. The Legend of Zelda: Majora's Mask (N64)
2. Perfect Dark (N64)
3. Banjo-Tooie (N64)



THE MANY MOODS OF MAJORA'S MASK



BEST GAME PLAY VARIETY

There is no doubt that Majora's Mask offers a wide variety of thrills and chills, from its bread-and-butter swordplay to horse racing to mask collecting. It barely won out over Mario Party 2's minigame sampler, however. The bestselling Pokémon Stadium scored a supereffective hit with its many side games.

1. The Legend of Zelda: Majora's Mask (N64)
2. Mario Party 2 (N64)
3. Pokémon Stadium (N64)

WASABI WINS



BEST MINIGAME/MODE

North Americans can't resist a game featuring tongues and raw fish. Lickitung lapped up first-place honors for Stadium's gastronomic gobblefest. Joanna and Velvet Dark share the second place award for PD's innovative Cooperative Mode. Majora's Beaver Brothers got the gnawed for third.

1. Pokémon Stadium: Sushi-Go-Round (N64)
2. Perfect Dark: Cooperative Mode (N64)
3. The Legend of Zelda: Majora's Mask: Beaver Brothers (N64)

IT'S DARK AT THE TOP



BEST ACTION GAME

Joanna beat James Bond at his own game, but that isn't surprising—the team that put together Perfect Dark was also responsible for GoldenEye. Electronic Arts' heavyweight license packed enough firepower to finish second, and a pink, inflatable thing sucked it up and took the bronze.

1. Perfect Dark (N64)
2. The World Is Not Enough (N64)
3. Kirby 64: The Crystal Shards (N64)



SERVING UP OLLIES AND ELBOWS



BEST SPORTS GAME

Mario and Tony finished so close together, we're almost tempted to award them a tie. Almost, but not quite. The two titles are among the best games released last year, and they clearly outclassed any other contenders in the category. The best wrestling offering last year, No Mercy, pinned down the number three spot.

1. Mario Tennis (N64)
2. Tony Hawk's Pro Skater (N64)
3. WWF: No Mercy (N64)

I CHOOSE YOU, RPG!



BEST RPG/STRATEGY GAME

Warriors and wizards used to own this category back in the day, but Pikachu and company have cast a spell on RPG fans around the world. The long-awaited Ogre Battle and Starcraft titles didn't even come close. It should be noted that Dragon Warrior I&II, the obvious progenitor to Pokémon, came in fourth.

1. Pokémon Gold and Silver (Game Boy)
2. Ogre Battle 64: Person of Lordly Caliber (N64)
3. Starcraft 64 (N64)



HUNTING PARTY



BEST MULTIPLAYER

PD's Combat Simulator, Cooperative and Counteroperative Modes made it difficult to top, but Mario almost managed to win the tiebreaker. It almost makes us feel better about forgetting to put Mario Party 2 in the category. Stadium also filled seats, but attendance was well below the top two crowd pleasers.

1. Perfect Dark (N64)
2. Mario Tennis (N64)
3. Pokémon Stadium (N64)





DIRTY VICTORY

M BEST RACING GAME

With its tight controls and loads of modes, Nintendo's Excitebike 64 proved that two wheels are better than four. Midway's futuristic installment in the Rush series—another feature-packed title—almost overtook the bike racer, and Hydro Thunder was a close third.

1. Excitebike 64 (N64)
2. Rush 2049 (N64)
3. Hydro Thunder (N64)



FORCE MAJORA



BEST ADVENTURE GAME

Majora's Mask racked up big wins in several categories, and its most impressive win was in its own genre. Banjo-Tooie and Spider-Man were solidly number two and three, but they barely made it through the front door before Link was already back from saving the world.

1. The Legend of Zelda: Majora's Mask (N64)
2. Banjo-Tooie (N64)
3. Spider-Man (N64)



A LEAGUE OF ITS OWN



BEST PUZZLE GAME

Puzzle League's addictive game play left a strong field of contestants under a pile of garbage blocks to take the puzzle prize. Bust-a-Move Millennium, a slight twist on the long-time favorite, popped Ms. Pac Man's bubble after the online votes were tallied.

1. Pokémon Puzzle League (N64)
2. Bust-a-Move Millennium (Game Boy)
3. Ms. Pac-Man: Maze Madness (N64)

THE GOLD (AND SILVER) AGE



BEST POKéMON GAME

A new adventure on Game Boy Color, or a 3-D fighting tournament? Both—or, we should say, all three—games were hotly anticipated by Pokéfans, but the introduction of 100 new characters was more than enough to earn a gold medal.

1. Pokémon Gold and Silver (Game Boy)
2. Pokémon Stadium (N64)
3. Hey You, Pikachu! (N64)

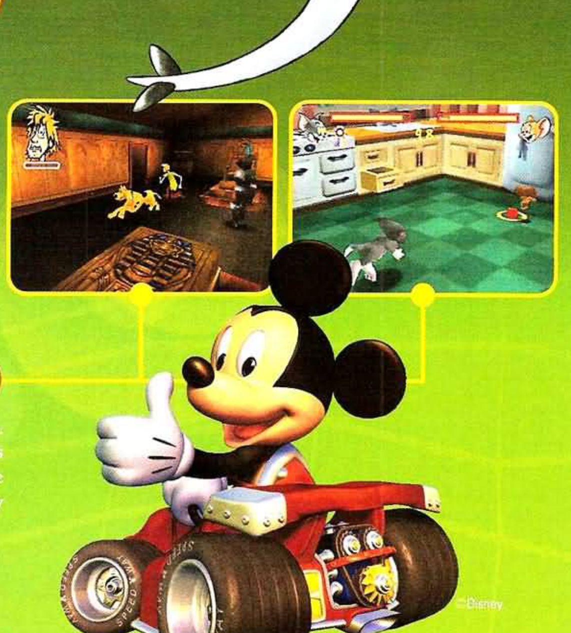
SPEEDWAY SURPRISE



BEST GAME BASED ON A CARTOON

N-Siders gave Mickey a high-octane boost to the finish line. Tom and Jerry's slugfest owned the top spot after the mail was tallied, then Mickey stormed up from the back of the pack once we heard from online voters. Those meddling voters eventually pushed T and J down to third place.

1. Mickey's Speedway USA (N64)
2. Scooby-Doo! Classic Creep Capers (N64)
3. Tom and Jerry in Fists of Furry (N64)





FIERCE COMPETITION



COOLEST WEAPON/POWER-UP/MOVE

You have to collect every other mask in Majora's Mask to earn the Fierce Deity's Mask, which means that a lot of people who voted for it probably haven't used it. It allows you to play as a superpowerful warrior. Two of the more far-fetched weapons in Perfect Dark took dead aim on second and third places.

1. The Legend of Zelda: Majora's Mask: Fierce Deity's Mask (N64)
2. Perfect Dark: Farsight XR-20 (N64)
3. Perfect Dark: Laptop Gun (N64)





FEEL MAJORA'S WRATH



BEST NEW VILLAIN

As with the Fierce Deity's Mask, Majora's Wrath comes very late in the game. Hats off to gamers who have conquered the tentacled terror. Luigi's new archenemy came armed with only a racket, but it was enough to guarantee him a silver medal. You also saw through Mr. Blonde's clever disguise—he clawed his way to third place.



1. The Legend of Zelda: Majora's Mask: Majora's Wrath (N64)
2. Mario Tennis: Waluigi (N64)
3. Perfect Dark: Mr. Blonde (N64)

YOU'RE ALL ATINGLE



STRANGEST NEW CHARACTER

Majora's meek map salesman was the strangest character you've encountered by a wide margin. Even his own father is embarrassed by him. The sniveling Waluigi led the rest of the tight pack in the race for second place, with the uptight AI from PD close behind him.

1. The Legend of Zelda: Majora's Mask: Tingle (N64)
2. Mario Tennis: Waluigi (N64)
3. Perfect Dark: Dr. Caroll (N64)



STAR-CROSSED STARCRAFT



MOST OVERLOOKED GAME

Starcraft was a blockbuster title on the PC, but many real-time strategy fans took a pass when an excellent version of the game started resource building on the N64. A healthy majority of our voters think the game deserves a second look. Worms: Armageddon was a surprisingly strong second, followed by former arcade heavyweight Ms. Pac-man.

1. Starcraft 64 (N64)
2. Worms: Armageddon (N64)
3. Ms. Pac-Man: Maze Madness (N64)

CRUEL IS COOL



COOLEST VEHICLE

The relentless hovercopter outside dataDyne Headquarters got your engines running, even though it's a vehicle you can't actually control. B-T's underwear-firing home appliance and the sleek Naboo Bomber were separated by four votes.

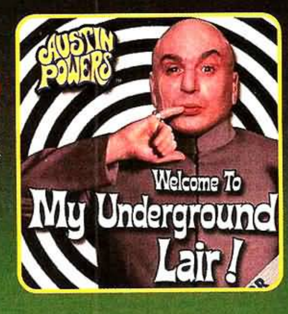


1. Perfect Dark: Hovercopter (N64)
2. Banjo-Tooie: Washing Machine (N64)
3. Star Wars: Episode I: Battle for Naboo: Naboo Bomber (N64)

IS MY NAME CORNY, BABY?



MOST UNRULY OR ANNOYING GAME TITLE



Disney Interactive may ultimately win the lifetime achievement award for lengthy game titles, but Austin Powers owns the number one spot for the year 2000. Perhaps the strangest part of the title is that it doesn't mention the main character in the game, Dr. Evil.

1. Austin Powers: Welcome to My Underground Lair (Game Boy)
2. Walt Disney's The Jungle Book: Mowgli's Wild Adventure (Game Boy)
3. Disney's Donald Duck: Goin' Quackers (N64)

BIG SURPRISE



BEST SEQUEL

You've made your point. You like Majora's Mask—a lot. In a year of big-name sequels, it was the biggest of all of them. When you consider that it was up against a brand-new Pokémon adventure and the follow-up to Banjo-Kazooie, that's really saying something.

1. The Legend of Zelda: Majora's Mask (N64)
2. Pokémon Gold and Silver (Game Boy)
3. Banjo-Tooie (N64)





FRESH MEAT



GUILTIEST PLEASURE

Even though it was a very tight race for guiltiest pleasure, the hapless inhabitants of PD's arenas got a big boost from online voters. Almost as many of you enjoy the less grisly fun in Mario Tennis and Hey You, Pikachu!

1. **Perfect Dark: MeatSims (N64)**
2. **Mario Tennis: Returning the ball into the opponent's face (N64)**
3. **Hey You, Pikachu!: Yelling at Pikachu (N64)**







ALMOST FAMOUS

Many worthy games failed to win in any category, even though they amassed impressive vote totals. Tony Hawk's Pro Skater, for example, barely missed a spot in the top five games overall and lost by the slimmest of margins in the Best Sports Game category. Pokémon Trading Card Game, The World Is Not Enough and Ms. Pac Man: Maze Madness also deserve an honorable mention.







THE FUTURE IS CUBED

It's never too early to start thinking about next year's awards. Several excellent N64 and GBC games have already debuted, but we predict that future titles for the Nintendo GameCube and Game Boy Advance will be tough to beat in the major categories. You'll know better what to expect after this month's Electronic Entertainment Expo. Next year's Nintendo Power Awards should be the most exciting ever.

SOAR WITH THE CONDOR

WIN A COOL BIKE AND A TRIP FOR TWO TO MEET **MAT "CONDOR" HOFFMAN** AND WATCH HIM PERFORM AMAZING **BMX** STUNTS!



ENTER TO WIN!



GRAND PRIZE

One winner will receive a trip for two to meet ***BMX SUPERSTAR MAT HOFFMAN*** and watch him perform. The winner will also take home a slick ***CONDOR BMX BIKE*** from Hoffman Bikes and a copy of ***MAT HOFFMAN'S PRO BMX*** for Game Boy Color.

SECOND PRIZE

Five winners will each receive a ***HOFFMAN BIKES T-SHIRT AND VIDEO***, plus a copy of ***MAT HOFFMAN'S PRO BMX*** for Game Boy Color.

THIRD PRIZE

Fifty winners will each receive a spiffy ***NINTENDO POWER T-SHIRT***—which is a pretty good prize, even though it has nothing to do with Mat Hoffman or BMX.

YOUR VOTE COUNTS

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

FILL OUT THE CARD AND SEND IT IN! WE'LL TALLY YOUR VOTE FOR THE POWER CHARTS AND ENTER YOU IN THE CONTEST!

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NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S./Canadian residents (excluding Puerto Rico, Quebec and Rhode Island) who are not employees of Nintendo of America Inc. ("Sponsor") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, either fill out the Player's Poll entry form or print your name, address, telephone number, age, Parent/Legal Guardian's signature if you are under the age of 13 and "Mat Hoffman" on a postcard, and mail the entry to this address:

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P.O. BOX 97062
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One entry per household. To be eligible to win a prize, entries must be completed and received by Sponsor by 6/1/01 ("Entry Deadline"). Sponsor is not responsible for (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 6/15/01, winners will be randomly drawn from all eligible entries by the Entry Deadline. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 7/15/01. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of entries. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 6/15/01) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: One (1) entrant will receive a trip for two (2) to meet Mat Hoffman and attend one of his BMX exhibitions, a Mat Hoffman Condor BMX Bike replica and a copy of the Mat Hoffman's Pro BMX Game Pak for Game Boy Color. Approximate Retail Value (ARV) of Grand prize package is $4,000.00. Actual dates of trip to be determined by Sponsor. If under 18, winner must be accompanied by parent or guardian. Second Prizes: five (5) entrants will each win a Mat Hoffman's BMX T-shirt and video, and a copy of the Mat Hoffman's Pro BMX Game Pak for Game Boy Color. ARV: $80.00. Third Prizes: Fifty (50) entrants each will win a Nintendo Power T-shirt, ARV: $10. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Airline and hotel accommodations will be selected by Nintendo at its sole discretion. Dates of travel are subject to availability. Guests of winner must be at least 18 years of age prior to winner's taking the Trip unless winner is the parent or legal guardian of the guest. Except as expressly specified, winner is responsible for ground transportation to and from the departure airport and all other expenses that winner or winner's guest incurs in connection with the Trip, including but not limited to, all applicable passport, visa, and entry/exit fees. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Sweepstakes and all accompanying materials are The sponsor of the Sweepstakes is Nintendo of America Inc. ("Sponsor"), Redmond, Washington.



THE LEGEND OF ZELDA: MAJORA'S MASK

HOW DO I RESCUE EPONA?

Majora's Mask begins with the Skull Kid stealing your horse, so you should find time in your busy adventure to rescue her. She's not in any danger—the biggest problem is simply getting to her. Once you learn how to use Powder Kegs after defeating Goht, you can blast a boulder out of the way on Milk Road. Continue down the road until you enter Romani Ranch, where Romani herself will teach you Epona's Song. Use the song to summon your horse when you want to ride.



A Powder Keg will make short work of the big boulder blocking Milk Road. Keep walking until you reach the stable at Romani Ranch.



When you get close to the stable, you'll be reunited with Epona in a cinema scene. Keep talking to Romani to learn Epona's Song.



Just play Epona's Song whenever you want to ride your horse. You'll need her to jump over the obstacles in front of the Western Ocean.

HOW DO I FIND THE ZORA MASK?

There are plenty of opportunities for swimming in the early portions of Link's adventure, but underwater exploration isn't required until you reach Western Ocean. You'll be able to swim like a shark once you acquire the Zora Mask. The mask will contain the spirit of Mikau, and unlike Darmani, he'll be alive when you meet him. Fish him out of the Western Ocean shallows then push him to shore by swimming behind him. When you reach shore, he'll surrender the mask.



A flock of seagulls will mark the spot in the ocean where Mikau flounders. If you get anywhere near him, you'll see a short cut-scene.



Get behind the stricken Zora then push him to shore. When he hits dry land, play the Song of Healing to release his spirit.



With the mask at you disposal, you'll be able to streak through the water as a Zora. You'll also be able to produce a Zora Magic Force Field.

HOW DO I INFILTRATE THE PIRATES' FORTRESS ?

The beautiful female pirates have spectacular booty in their fortress by the sea, and they don't want you to get your hands on it. After you break through the planks that hide the underwater entrance, you'll be faced with a heavily patrolled artificial lagoon, a gated drain pipe, several block and switch puzzles and, finally, a small army of pirates in the fortress courtyard. Stealth is essential in the operation. If you are seen, you'll be thrown out of the immediate area where you are caught. If you evade capture, you'll be able to enter the fortress by climbing a ladder to a second-story entrance.

Check the northern edge of the ocean area to find the boarded entrance to the Pirates' Fortress.



Sneak to the Goron Switch at the top of a ramp to open the gate on the underwater drain pipe.



Push and pull blocks to reach a series of flooded hallways. Swim above or below water currents.



Use your boomerang fins to activate a switch, then dive down to the gate before it closes.



Use your fins again to activate a geyser elevator and to clear mines that obscure switches.



Shoot arrows at the pirates to knock them unconscious, then climb the watch tower ladder.

COURTYARD ENTRANCE
GORON SWITCH
BOAT
WATCH TOWER
BOAT
UNDERWATER ENTRANCE
BOAT
BOAT
TO GREAT BAY COAST

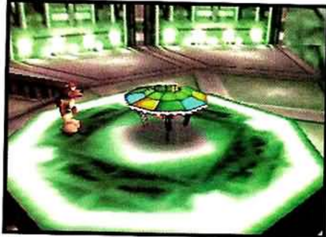
WHAT DO I DO WITH THE FLOATING BOX?

The hovering box covered with cosmic decorations will sit in the Glitter Gulch Mine Fuel Depot until you clear a path for it. Blast an opening through the rubble by detonating TNT. The box will float down the tracks until it reaches a door that you'll open in Witchyworld. Press a button on a ledge in Space World so the box can finish its journey.

Transform into a Detonator then do what comes naturally—blow up the rocks in the Fuel Depot.



In Witchyworld, ride the cable car then Grip-Grab to a ledge in Space World. Peck the Red Button.



The space box will unfold to reveal a spacecraft. Hop in it to play the Saucer of Peril game.

HOW DO I RESCUE JOLLY'S PARTNER?

If you stop by Jolly Roger's establishment on the shore of the lagoon, he'll tell you a sob story about his missing partner. You'll find her inside a big fish in the aptly named Big Fish Cavern. Knock out the fish's teeth with Grenade Eggs then swim inside its mouth. When you reach a fork in the throat, turn left to find Maggie. She'll find her own way out.



Blast through the big fish's teeth with a few well-aimed Grenade Eggs. After you swim into its mouth, you'll be able to wander through its guts.



Merry Maggie is in the fish's stomach, undergoing the early stages of digestion. She'll escape on her own once you talk to her.



Maggie will be back in her rightful place behind the bar when you return to Jolly's. Her grateful partner will reward you with a Jiggy.

HOW DO I REACH TERRY'S NEST?

Terry's nest sits atop a mountain in the center of Terrydactyland. Locate the ramp to the left of the Train Station entrance, climb to the bridge then cross the bridge to Unga Bunga's cave. Grab the Springy Step Shoes just inside the entrance then exit the cave. Turn right then move carefully along the ledge until it ends. Spring up, then follow the ledge to Terry's Nest.



The Springy Step Shoes inside Unga Bunga's cave will allow you follow the sign leading to the nest.



Terry will spit purple goo at you as you climb the ledge to his cave. Keep moving to avoid it.



Follow the ledge all the way to the end then enter the cave. You'll pop out in Terry's Nest.

KIRBY TILT 'N' TUMBLE

HOW DO I REACH THE RED STAR ON COURSE 2-2?

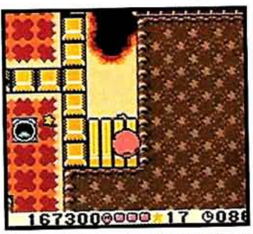
Picking up the Red Star is the trickiest task on course 2-2. You'll find a red-and-blue die just after the course midway point. If you don't roll a blue, roll into space to start over at the midway point. A blue roll allows you to take the left-hand path to the ? Hole. Stay in the hole until the directional arrow points to the moving lift, then ride the lift to the Red Star.



You may get a blue roll your first time through the course, but you'll probably have to start over a few times.



Hop in the ? Hole to activate a rotating directional arrow. You may need to wait a few seconds for a good jump.



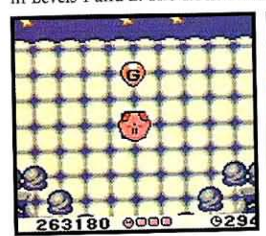
Wait until the moving lift is just about to touch bottom, then jump. Keep the GBC steady so you don't fall off.



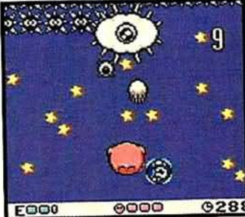
Roll off the lift to the right then down to reach the Red Star. You must collect Red Stars to complete the game.

HOW DO I DEFEAT THE CLOUD ORBSERVOR ON 3-4?

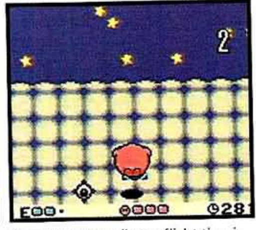
The Orbservor at the end of Level 3 is much tougher that its rolling counterparts in Levels 1 and 2. The clock will start ticking down after you grab the balloon to begin the battle, but you shouldn't panic. Line up with the boss, wait for its eye to open, then fire an air blast. When the timer ticks down to 2, hover over the ? Hole for another balloon.



Jump on the balloon that appears in front of the ? Hole at the Warp Star area on Course 3-4.



When the Orbservor opens its eye, fire an Air Blast to cause damage. Avoid its spike attacks.



Keep fighting until your flight time is almost gone, then hover over the ? Hole so you'll drop into it.



The boss will speed up after you've caused a little damage. Remain stationary then pick it off as it passes.

Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call.
Or write to: Counselors' Corner, P.O. Box 97033, Redmond, WA 98073-9733

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

Star Wars: *Episode I: Battle for Naboo*

Q: I'm lost. Where do I go?

A: Use the scanner. Point the beam toward the top of the circle to move toward the goal.

Q: I found Trade Federation Technology but can't use it. What's the problem?

A: You must complete the mission before the technology will take effect. Some technologies won't work for certain ships.

Q: How do I select my ship?

A: You can select a ship for a mission only after you've completed it once. You must use the default ship the first time through the mission.

Mario Tennis (GBC)

Q: What is the maximum attainable level?

A: Level 99.

Q: How do I change the camera in minigames?

A: You can't use Camera Mode in the minigames. It works only for regular matches.

Q: Can I have a human doubles partner on the Mario Tour?

A: No.

Paper Mario

Q: How do I break Stone and Metal Blocks?

A: Use the Super Hammer to break Stone Blocks and the Ultra Hammer to break Metal Blocks.

Q: What is the maximum attainable level?

A: Level 27.



Natsume's Lufia is a tasty RPG treat for Game Boy Color.

Return of Evil

In the world of Lufia, the evil Sinistrals return like clockwork every century to compete with a new band of adventurers. At stake is the fate of humanity. Wielding magic and steel, your 12 heroes visit towns, dungeons and wilderness areas, rescuing innocents and battling ruffians and monsters. Lufia is filled with grand schemes and petty plots, colorful characters and menacing secrets. It's a true feast of RPG gaming, and NP serves up the first course this month.

Wain

For Wain, the life of a swordsman in a quiet village means long hours of sharpening his blade and dreaming of adventures in the wide world. When Seena, a fortune-teller from Northland, arrives on a great quest, she makes his dream come true.

Game Boy Color



Super NES



The legend began with Lufia & the Fortress of Doom in 1993. Lufia II: Rise of the Sinistrals followed three years later.

Never-ending Party

From a princess in disguise to a Robin Hood wannabe, Lufia: The Legend Returns presents a crazy quilt of unlikely heroes. Each member brings unique skills to the party. The thief, Dei, can steal objects from enemies. And Aima, the monk, uses her fists of iron to pound evildoers. As in most RPGs, Lufia's characters gain Experience Points in battle to raise their levels and grow stronger. The party gains Learning Points, too, which you use to increase the Spiritual Force of individuals and to learn new spells. You can take nine of the 12 characters with you into battle, positioning them on a grid to your tactical advantage. The party jointly carries a supply of weapons, armor and special items, such as healing potions and the rare Ancient Texts, which contain magic spells.

Randolph
Randolph, the bodyguard of Princess Melphis, is known as the Master of Twin Swords. His loyalty never falters.

Aima
Aima is a monk in training. She joins the party, believing that the rigors of Wain's quest will serve as good training for her.

Dei
Dei, a good thief is the first member to join Wain and Seena. He steals from the bad to give to the poor.



Members share Spiritual Force, which is used to learn magic spells.



You'll learn about potential members as the story unfolds.

Hidden Riches

A good RPG isn't just a matter of building levels and clobbering bosses. Truly great epics involve multiple quests, pleas from strangers, character growth and even treachery and tragic loss. Lufia has all of the classic ingredients. The bad guys—the Sinistrals—seem to delight in toying with lowly humans. Gades, the Sinistral of Destruction, could easily wipe out the weak heroes early in the game, but instead, he sows the seeds of his own destruction by letting them go. Even the party members argue among themselves, sometimes with unexpected results, such as when an enemy sneaks away while the heroes are bickering. The experience is rich with the foibles of human nature and surprises both big and small.



Wain doesn't like being called names. Who does?



Seena
Seena sets out to discover why four towers have appeared mysteriously in the land. She also seeks worthy companions for her quest to find Doom Island, the legendary home of the Sinistrals.







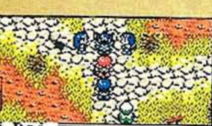
In Lufia, one bad turn deserves a good one. When the Garland Gang kidnaps Aima's master, the party goes after its members to free the old man.

Town and Country

The world of Lufia consists of towns, wilderness, towers and caverns through which your party will wander in search of gold, justice and adventure. The towns are where you'll hear tales of woe and heroism and where you'll shop, sleep, set sail to foreign lands and learn new magic spells. The wilderness is full of monsters—a good place to raise your levels.



Trips to town are filled with talk, preparations and surprise encounters.



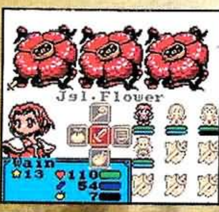
Events often take place in towns, including battles with unsavory foes.

Ruby

The glamorous gambler, Ruby, may seem to be a cold fish. In fact, she's emotional and sentimental. She cheats, too, but she's never been caught.

Yurist

Yurist is a poet and wanderer. The party will make use of his healing skills.



Monsters attack unexpectedly in the wild countryside.

Isaac

Isaac the inventor is an eccentric. He dabbles in explosives and devices that might be useful to you.

Eline

The mysterious figure, Eline, appears late in the game. She is the most enigmatic of the Sinistrals.

Towers and Dungeons

Lufia contains many towers, dungeons and caverns. All of the dark places hold dangerous enemies, but unlike the monsters in the wilderness, the foes in the dungeons are visible, so you can avoid or ambush them. You can use your sword to freeze enemies and cut plants. A swift stroke in the right spot on a wall will smash open a hidden passage. The tunnels, secret or otherwise, will change every time you exit and return to a dungeon level, so you can't make permanent maps. Even so, the built-in mapping function helps you get around.



In towers and dungeons, you can open secret passages.

Mousse

Mousse is a strange woodland beast known as a capsule monster. It can't speak to the other party members, but it seems to understand the will of humans.

A Taste of Battle

In the end, it all comes down to fighting, because if you lose a battle, you'll lose the game. Once you engage the enemy, you'll have three options: run, fight or reposition party members. If you choose to fight, each member in a front position on the grid is active. The frontline fighters can use a weapon, magic, shield, special item or spell from an Ancient Text. If a fighter on the front line falls, a member from the second line will fill in. But if all three original fighters on the front line fall, the battle will end in total defeat. Placement of characters on the battle grid is a big part of the strategy. It's also important to use the weapon or spell that inflicts the most damage on a particular enemy. You'll spend a lot of time experimenting with different attacks.

Milka
A descendant of elves, Milka is a rare breed. In her long life she has witnessed all three Doom Island conflicts.

Melphis
The princess was confined in a dungeon for many years. Now that she's free, she wants to explore the wonders of the world.

Deckard
Deckard the pirate who never attacks the ship of a good captain. His past is shrouded in mystery and there is a substantial bounty on his head.


You can attack from the side to gain an advantage in some battles.



Characters can use items such as bombs to attack enemies in battle.

Daos
The leader of the Sinistrals returns from his dark exile on Doom Island to face Wain and his ragtag band of heroes.

Forces of Evil

The four Sinistrals are the main baddies in the world of Lufia, but there are plenty of minor menaces waiting to ruin your day. Enemy characters include animals, supernatural monsters and people who are wicked or in league with the Sinistrals. The clever rogues may hit you with a wide range of attacks, use healing potions to counteract your efforts or call in extra foes to fight on their side. You can avoid the enemies in dungeons, but you'll have to face the most powerful bosses at some point if you want to progress in the game. It's an epic challenge.



Every enemy has a weakness you must find.

The Hunger

Lufia features drama, strategy, great game mechanics and an event-driven pace that is reminiscent of Final Fantasy games. Natsume's RPG feast will be set on the GBC table in late June. NP will be there to help you devour it all.





Game Boy a-Go-Go

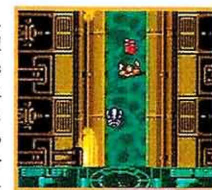
THIS MONTH

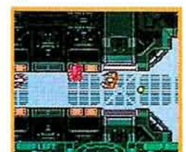
- Aliens: Thanatos Encounter
- Razor Freestyle Scooter
- X-Men: Wolverine's Rage
- Portal Runner
- Shrek: Fairy Tale FreakDown
- Xtreme Wheels

GEAR UP WITH OUR GRAB BAG OF GROOVY GAME BOY GAMES!

GAME OVER, MAN!

Get ready for the bug-hunt of a lifetime as H.R. Giger's most famous creation comes creeping and crawling onto your Game Boy Color in THQ's Aliens: Thanatos Encounter. Awakened from a cryogenic sleep by Mother, the onboard computer, your battle-hardened platoon of marines is sent to investigate the distress call of a space freighter called the Thanatos. Once aboard, you'll find frightened crew members, disoriented marines and, of course, plenty of nasty aliens. So grab your favorite Plasma Rifle and hold on—it's going to be a long, sleepless night.





GET ON THE READY LINE

You can choose from five different marines and each has unique Speed and Stamina ratings. You'll begin your mission at a severe disadvantage—with only a Handgun and Motion Tracker at your disposal—but you'll earn weapons as you progress through the ship. Keep an eye out for holes in the floor, then drop down them to find additional Thanatos survivors or aliens.



Select a Soldier

The first marine to enter battle must have a good combination of Speed and Stamina. The best bet is to use either Corporal Brooke or Private Vanora.



Begin Transmission

Pay attention to Mother when she gives you a mission. You often can't leave a level until you've destroyed every alien or rescued every civilian.

Marine, Arm Yourself



You'll find health, weapons and ammo around the Thanatos. Your first task should be to find the Shotgun southwest of your drop-off point.

Handy for Close Encounters

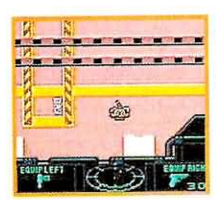




Every marine can carry and use two items simultaneously. Though it's tempting to wield two guns at all times, you must use the Motion Tracker to locate all the survivors. Health is stored in the inventory menu until you need it, and each unit restores 20% of your energy.

THEY MOSTLY COME AT NIGHT

You'll meet many different aliens on the Thanatos, including Facehuggers, Chestbursters and Soldiers. Most weapons fire slowly, so don't be afraid to flee. A good strategy is to get an alien to chase you, turn and shoot, run away and repeat. Stay a screen-length away from enemies whenever possible.



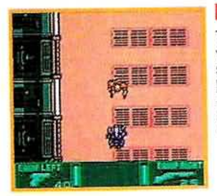
Facehuggers

The spidery Facehuggers are lightning-quick, and they'll hop onto unsuspecting marines and drain their life before you can say "ugh." If one of the eerie ETs catches you, press the A and B Buttons while moving back and forth to dislodge it.



Chestbursters

Sometimes a survivor will contain a surprise, and it's not the good kind. The small, worm-like Chestbursters aren't powerful, but their small size can make them tough to hit. Be wary—their icon looks similar to the icon for Handgun ammunition.



Bigger and Badder

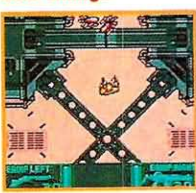
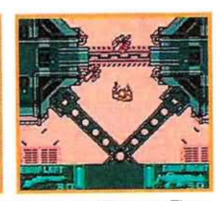
The aliens become more of a challenge as you progress deeper into the Thanatos, and some near the end are downright huge. Examine your Motion Tracker often and try to take them out one at a time. Note that you run faster diagonally.

Don't Leave Our People Behind

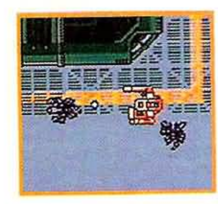


Aliens will capture your marine if he or she runs out of health. You will then have 200 seconds to send in another marine and find the injured comrade. It's a tall order, especially since using another soldier causes the level to reset itself—which means that you'll have to rescue the Thanatos crew all over again. It's a good idea to use Private Shiro, your fastest marine, for rescue operations.

Door Doings

Only humans can open the large doors on the Thanatos. There will often be aliens behind the barrier, so open the door, let an alien out, then move away and let it close. That way you'll battle enemies one by one.



Power Play

Ripley's yellow power loader makes a return appearance on the Thanatos. It provides you with protection from the marauding aliens but slows your progress considerably—no matter what your marine's Speed rating. It has limited energy, too, so once it's damaged you'll have to abandon it.

THE RAZOR APPRAISER

It's a Razor Scooter free-for-all in Crave Entertainment's latest GBC offering, Razor Scooter Freestyle. The Pak boasts a wide assortment of game play modes, which means that you can take your racer all the way to the championship or just kill a few hours carving out sweet tricks. Scooter afficionados yearning to make it to the big time will have to worry about more than the finish line, however. You'll need to collect coins and purchase new equipment if you want to win the day. Multiplayer Trick and Racing Modes add to the challenge and fun.





BECOME A SCOOTER LOOTER

Don't worry about the fuzz—the gold coins and letters scattered on the tracks are yours for the taking. Sometimes the precious power-ups will appear in the middle of a track, but more often than not you'll need to scoot along the edge to find them all.



Coin Collecting

Each Golden Coin is worth five dollars at the gear shop. The coins are plentiful in the early rounds, so snag them all and upgrade your equipment quickly.



B is for Bonus

Bs are usually off to the side of a course, but you'll want them anyway. The B will give you triple the points for each trick you land while it's active.



It's T Time

The Ts will grant your rider 10 seconds of turbo speed. If you manage to find one, head for the sidewalk and burn rubber.

YOU ARE THE CHAMPION

Championship Mode is where the the biggest Razor freaks come out to play. You'll need a combination of fast times and dangerous tricks to secure first place. Avoid obstacles at all costs, as they'll cause you to fall down and ruin an otherwise speedy finish.



Obstacle Overload

Too bad you didn't get a permit for your race—the road is open for business. Watch out for cars, oil slicks and potholes as you scoot.



That's Tricky

Don't sacrifice your fast time for extra tricks—just pull one off whenever you jump. Also watch for other riders. They can steal your power-ups.



Speed Demon

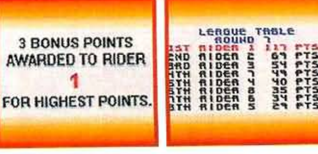
The Golden Ts are your ticket to victory in Championship Mode. Use the speed boost to rocket ahead of other riders.

Bump and Run



You can bump other riders off course, but you risk a wreck, too. Buying better pads will help.

A First-Place Finale



While a low finish time will boost you in the standings, three bonus points are awarded to the rider with the most trick points—often the difference between a first- and third-place finish.

Don't Pass This One Up



There's no in-game save for Razor Freestyle Scooter, but you'll receive a password after completing any one of the seven tracks. Have a sharpened pencil and a big piece of paper by your side—the passwords are a mind-boggling 18 digits long!

RACING FOR HOME

Tired of tricks? Then come on over to Racing Mode, where speed is the only coin of the realm. Racing and Trick Modes also double as multiplayer arenas, as long as you have a second copy of the game and a Game Link Cable.



Pick Your Poison

Racing is the only mode that lets you choose from any of the seven courses available. It's a good way to get familiar with a track's layout if you're having trouble in Championship or Trick Mode.

Speeding Is Encouraged





Since first place is all you need, don't worry about time-consuming grinds or tricks. The Ts will be a huge help if you can locate them, but don't bother with coins. You can't visit the store in Racing Mode.

ALL TRICKED OUT

If your Back Flips and Tail Whips need a little work, propel yourself over to Trick Mode. The only thing that counts is the air you catch and what you do with it. Points awarded range from 100 for a Superman to 250 for a Decade Air, and if you want to take home the gold you'll need to use the ramps, grind like a pro and throw some Bs into the mix.



Point of Order

The harder the level, the more points you'll need to finish on top. Your finishing time doesn't matter in Trick Mode, where it's all about the stunts.



The Daily Grind

Razor Freestyle Scooter makes grinding a snap. Just approach a grindable surface, like a fence, pipe or wall, and leap into the air. If you come down near the edge, you'll execute a grind automatically. Jump from grind to grind to score massive points.



Back Flip

If you need a reason to wear a helmet, try pulling off a Back Flip. The stomach-churning move is usually reserved for the most daring of scooters, but you can enjoy the vertigo and get 150 points just by pressing Up, Right and B simultaneously while in the air.



No Footer

If it's points you need, just let your feet leave the scooter. Once you're airborne, press Up and B for a slick No Footer. If you land it, you'll scoot away with 200 points.



Superman

No red cape or dopey blue tights needed. Just press Up, Left and B simultaneously to perform a Superman. You'll earn 100 points and the respect of comic book heroes everywhere.

Shop 'Till You Drop



Once you've collected enough coins, use them to buy better equipment at the gear shop. Shoes improve acceleration, which is useful for getting a good jump from the starting line. Pads allow you to slam other riders without losing your balance. Forks improve steering, letting you make hairpin turns. But your first purchase should be the red wheels. The new rollers give a massive boost to your scooter's speed.



One Hander, One Footer

Don't be concerned with keeping your hands and feet inside the vehicle at all times. To lay down the One Hander, One Footer trick, press Left, Down and B simultaneously after jumping. You'll roll off with 250 points under your belt.



Tail Whip

Though it sounds like a Pokémon attack, the 200-point Tail Whip requires you to spin your scooter in a circle. Don't confuse it with a 360. Only the scooter moves with the Tail Whip, not your entire body. Press Right and B to pull it off.



Decade Air

So called because you seem to spend years in free fall, a successful Decade Air will secure your rider a whopping 250 points. To perform the gravity-defying trick, press Down and B while airborne.





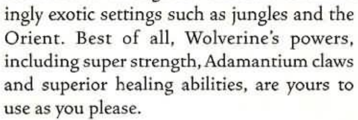
360°

Left and B will move your rider into 360° of trickery and score you 250 points. You don't need to jump off a ramp or even be moving to perform stunts. A 360° done from a standstill gets the same points as one done 10 feet in the air.

RAGE AGAINST EVERYONE



Fresh from his silver screen debut, Wolverine, the X-Men's best-known hero, claws his way onto a GBC near you. The game is the creative product of Marvel Comics and Activision—the same people responsible for Spider-Man on the N64. X-Men: Wolverine's Rage is a side-scrolling platformer in the classic mold but with enough twists and turns to keep you guessing. You'll battle through 20 different levels in increasingly exotic settings such as jungles and the Orient. Best of all, Wolverine's powers, including super strength, Adamantium claws and superior healing abilities, are yours to use as you please.





TOOLS OF THE TRADE

Even superheroes need a helping hand now and then. Make your battle against evil easier by collecting items scattered through the levels. You'll need to do a lot of searching to find them all, as most have been stored on out-of-the-way ledges.



Win with a W

Not to be confused with a certain world leader, W stands for Wolverine. Pick one up to receive 500 bonus points.



You're Money

Gold coins bearing the X-Men logo are worth 1,000 points if you can find them. They often reside on high platforms.



Head Collecting

The last item of note is your very own noggin. Collecting a Wolverine head will grant you a much-needed extra life.



BATTLE ON

Wolverine must fight wave after wave of enemies, including soldiers, attack dogs and shoguns, but you can swipe at objects as well. Some statues, will crumble. Others, such as pay phones, can fall on enemies and damage them.



Mutant Power Overdrive

Wolverine's swipe is a pretty nasty customer all by itself, and you can power it up by pressing Down and B at the same time. The powered-up swipe doesn't drain your energy, and there is no limit on its usage. If you're low on health, stand still. Wolverine's regenerative power will slowly fill the health meter.



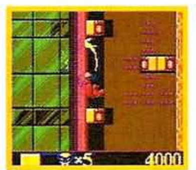
Platform Pouncing

The game is chock-full of platforms that move in all directions. You will automatically latch onto stationary platforms with your claws, but you must jump onto the moving ones. It will take a bit of practice to learn the timing.



Patience Is a Virtue

Slow and steady is the way to go. Many areas have traps, like steam vents, that will harm Wolverine. When faced with opponents who have long-range weapons, wait for them to turn around or reload, then pounce. Enemies will return to an area as soon as they are off-screen.



Falling Down

Be especially careful inside buildings in the middle stages. Enemies have a number of places to hide, and you'll often have to battle on narrow ledges. Try not to fall if you can help it—a long drop can result in having to run through most of the level a second time.



Bad Doggy!

The Jungle level introduces you to the world of angry dogs. Use the Down and B attack as they run at you. If you time it right, you can eliminate them with a single swipe. If they manage to latch onto you, attack repeatedly until they are cleared.

ANY PORTAL IN A STORM

Vikki Grimm, the co-star of Army Men: Sarge's Heroes 2, steps into her own in 3DO's Portal Runner. As the dashing—albeit plastic—daughter of General Grimm, Vikki must stop the nefarious plans of Brigitte Bleu. With a trusty bow by your side, you'll battle through toy stores, medieval castles, prehistoric plains, outer space and more. But you're not alone in your quest. Even though Sarge couldn't make it, Leonardo the lion proves a capable substitute. You'll need his help as you traverse a maze of portals in the search for the ultimate goal—defeating Brigitte herself.





BOOT CAMP

No soldier would enter battle without knowing the ropes, so take a quick refresher course. Use Red Gems to open portals. Many gems are in plain sight, and defeated enemies will also drop them. Jump with the A Button, and double-tap A to perform an extra-high jump.



Grab the Goods

Besides Red Gems, Vikki can also collect 1-Ups, Arrows and Blue Drops. You'll want to collect as many arrows as possible, as your only other line of defense is a weak punch. Each 1-Up grants you an additional life, so grab them whenever possible.



The Blue Drop Boogie

The Blue Drops rejuvenate Vikki's health. Small drops are worth one health unit, while the larger drops restore two. Be sure to backtrack at the beginning of levels—there's usually something good just to the left of your starting position.



A Powerful Ally





Call Leonardo by touching a Lion Head. Vikki can then ride him through the level. His huge paws make short work of baddies—and Vikki is invincible while on his back—but unfortunately he can't exit the level. You have Leo for only a few seconds, and you can extend the time by collecting Drumsticks.



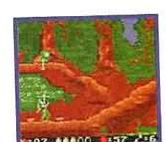
Medieval Madness

Suits of armor in the castle levels will mysteriously come to life and attack Vikki. When you see one begin to move, quickly head for the other side of the screen and let fly with your bow. Watch out for the invincible ghosts.



Back to the Toy Store

Levels are split up by numerous portals, and you'll jump between our world and the other worlds many times before completing a mission. Once you reach the end of a level, you must defeat a final boss.



Aim for the Stars

It's easier to hit enemies when directly facing them, but that also makes it easier for them to hit you. Try to approach foes from above or below so they can't hurt you. Also practice shooting with the bow. The longer you hold down B, the farther you'll shoot.



That Old Black Magic

The second level is heavily forested, and populated by angry wizards. Get behind them and fire while avoiding their magical attacks. Be careful when you reach the boss—he is a powerful wizard who shoots lots of magic at once. Don't try to hit him with more than one arrow at a time.

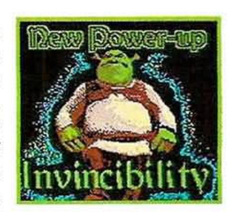


Fire in the Hole

Though the bow is the only weapon in the game, you can track down high-powered Fire Arrows to use as ammunition. Fire Arrows, not only engulf enemies in flames, they allow Vikki to shoot three arrows at once. Be sure to equip them with the Select Button.

FEELING FREAKY?

Sporting one of the more unlikely titles in video game history, Shrek: Fairy Tale FreakDown is on the way to your GBC. The game is based on the film, *Shrek*, which stars the voices of Mike Myers, Eddie Murphy and Cameron Diaz and is slated for a mid-May release. Though the film is a parody of well-loved fairy tales, the game is a fighter in the tradition of Mortal Kombat and Mace: The Dark Age. Choose from a number of characters, including the Big Bad Wolf, the Gingerbread Man, Pinocchio and more, and let the fists fly and the freakdown begin!





TEST THY MIGHT

You can choose from six different fighters at the beginning, and three more are unlocked as you play. Shrek himself is the most evenly balanced of all the fighters.



Learning to Brawl

Spend time learning moves in Practice Mode. Each fighter has three basic moves—punch, kick and block—and three special attacks. Trigger special attacks with a combination of Controller movements and buttons. For instance, press Left, Down, Right and A to have Shrek belch a fireball.



What a Big Nose You Have

When fighting Pinocchio, keep your distance at all times. One of his special attacks is a Nose Poke. If you get too close he'll start telling fibs and take you down before you know it. Stand far away and defeat him with a projectile attack.

Secret Scrappers

You need to defeat hidden boss characters before you'll be able to use them in combat. The Gingerbread Man is your first boss foe, and he packs a mean Gumdrop Button attack. The remaining hidden characters are The Dragon and Lord Farquaad, ruler of all the land and champion Knee Biter.

Power-ups



If you earn 800, 1,500 or 2,000 points during a match, you'll earn a secret power-up. Invincibility protects you from damage, Speed increases the number of attacks you can perform and Ogre Strength doubles your damage. You can use power-ups only when your health meter is at either 66 or 33 percent.



Hoodwinked Hoodlums

Unlike Pinocchio, you'll want to keep Monsieur Hood nearby during a battle. If he steels away from you, he'll unleash a furious Bow and Arrow barrage. Get in close and use your kick attack to end it quickly.



A Bridge Too Far

One of the arenas is a rickety wooden bridge that you can use to your advantage. When an opponent jumps a missing span to get close to you, use a projectile attack to knock him or her back. Be careful not to fall off!



Clobbered at the Castle

Like the bridge, the castle arena isn't quite complete. Head for either side, jump the gap and fire your projectile. If you are a couple of inches toward the lower end, you'll be able to hit an opponent while his or her attacks sail harmlessly overhead.



Thelonious Thrashing

The mighty Thelonious presents a problem for even the most skilled of fighters, especially Shrek. Because he matches up so well with the green ogre, you'll need all your talent just to survive. Don't get close to him, or he'll grab you and use his Head Lock Hold to drain your energy.

A WHEEL CHALLENGE

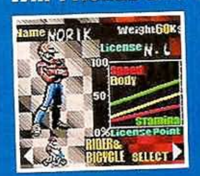
Xtreme Wheels may look and feel like a close cousin to the NES Excitebike of old, but you'll have to pedal to victory as opposed to cruising on a motorcycle. There's a lot of game crammed into the Pak, including training sessions, Time Attack Modes and a long season. In addition, you can create both a rider and a team and unlock hidden cyclists as you progress through the game. The other riders will be a great help to your progress since they have much higher speed, balance and stamina ratings. So strap on a helmet, grease your chain and give Xtreme Wheels a test drive.



PEDAL TO THE METAL

Before tackling the Grand Prix Championship, wheel on over to the Training Mode and master the basics in three different areas: speed, jumps and all-around biking. Not only will the training help you learn the X's and O's of competitive biking, but you can use it to unlock playable characters if your first-place finish is fast enough.

Win Friends and Influence People



Teammates are unlocked in either Training Mode or the Grand Prix Championship. When examining new riders, keep three stats in mind. Speed and Stamina are self-explanatory, and the Body stat refers to how well a rider can balance.

A Balancing Act



As you jump, press Left or Right to control the leap. Pressing Left will cause you to jump longer and farther, while pressing Right will result in a short, low-altitude hop. Press Left while earthbound to pop a wheelie, and press Right to do a jackknife brake.



As you sail through the air, you can correct the angle of your landing by pressing Left or Right on the Control Pad. Pressing Right will bring your front wheel down, while pressing Left will take it back up. You usually want to adjust the wheel downward, unless you're about to land on another jump's upward slope.

The Grand Prix Championship



The Grand Prix has four different classes, and you'll be able to access only the Novice level when you begin. Speed is important, and so is keeping a close eye on your computer opponents. They will often bump into your bike and send you head over heels.



Each course is plainly marked, and you can take shortcuts at certain points. Be careful with your exploration, however. Many shortcuts are filled with loose dirt or mud, and you'll use more stamina and time trying to navigate them than you would if you stayed on track.

The Stamina Solution



Your rider has a limited amount of stamina, and once it runs out he or she will need to rest for a moment. You'll need to watch the Stamina Meter very carefully, since it drains every time you pedal.



To conserve stamina, never pedal in the air or on a downward slope. Since you're on a bike, the hill will build speed for you. If you're low on stamina and have a lot of race left, you might just want to use it up. You'll be immobile for a few seconds, but when you hit the course again the meter will be full.

Time Is on Your Side



Time Attack Mode allows you to practice on any Grand Prix course you've unlocked. Use it to search out shortcuts and become comfortable with the layout of a track. You can use any unlocked racer with Time Attack Mode.



Once you've set a winning time in Time Attack mode, you can return again and again to see if you can best it. It's a good place to compete against friends for the title of Xtreme Wheels Champion, but you won't be able to unlock any new tracks or riders.



NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES MAY 2001

MARIO PARTY 3

4½

You're invited to Mario's biggest party ever.

Every year since 1999, Hudson Soft and Nintendo have unveiled a Mario Party game, and this year's annual video board game bash is as fresh and frantic as ever. Mario Party 3 brings back the bold graphics, peppy music and festive formula of the original minigame gala, and it also introduces new party perks, like the two-player Duel game boards.

Ramping up the pacing and action, Duel Mode is perfect for players who don't like waiting for their turn to come up in the four-player fiestas. The head-to-head setup invites two duelists to hire bodyguards, like Bob-ombs and Piranha Plants, and their battle buddies will attack or defend if the rivals cross paths on the game board. The Paper Mario-style battles in Duel Mode keep the party jumping, but the real life of the party is the batch of 71 new minigames. Whether you're looking for button mashers of the Game and Watch kind, old-school tests of reflexes, memory games, side-scrolling races or all-out 3-D action, Mario Party 3 has the variety that will keep you partying 'til dawn. And that's reason to celebrate.

COMMENTS: Oliver—It's definitely worth buying for the new Duel board game. Jason—This has the most inspired variety of minigames yet, and there isn't a party pooper in the bunch. The Tetris game, slew of races and 3-D chases are a blast. Andy—When you finally get to the action, it's worth the wait, but it seems like many of the challenges are based on overcoming unresponsive controls. Jenni—Happily for gamers everywhere, but sadly for me, Mario Party 3 is the best party I've been to in a while. This is a good game if you don't have three pals to party with and an even better game if you do.

- Nintendo/256 Megabits
- 1 to 4 players simultaneously
- Rumble Pak compatible
- 71 minigames

ANDY
JASON
JENNI
OLIVER
SONJA

EVERYONE — Comic mischief.



THE LEGEND OF ZELDA: ORACLE OF SEASONS

5

A good adventure is never out of season.

Don't think Oracle of Seasons isn't a full-fledged epic just because it's being released in conjunction with another GBC Zelda game this month or because Capcom developed the adventure instead of Nintendo. Capcom didn't skimp on the game's size or challenge level, and the end result is a classic Zelda game that looks and feels like Link's Awakening. At the same time, Seasons is an all-new experience that has a different personality from its partner Pak, the puzzle-oriented Oracle of Ages. Both games take place in different worlds, and Seasons emphasizes action, swordplay, jumping and pets. Depending on how you play, you'll befriend an animal that specializes in hopping, flying or swimming, and you'll be able to summon it to navigate the cleverly intricate landscapes that vary from season to season. Other innovations, like new weapons (including a three-way slingshot) and collectible power-up rings (that you can transfer between Paks and use like Paper Mario badges), give adventurers more reason to scour the land in winter, spring, summer and fall. In every season, characters from Ocarina of Time make cameos, but it's not just the familiar faces that make Seasons feel like a Zelda game through and through. Seasons lives up to its Zelda pedigree simply because it's a smart, dramatic adventure that's fun and deviously challenging every step of the way.





COMMENTS: Alan—If Link's Awakening and Ocarina of Time had a kid, it would be Oracle of Seasons. Oliver—Classic game play plus elements of the N64 Zelda games. Drew—If you're a fan of Zelda, you won't be disappointed. George—Perfect play control. Andy—You won't be able to put it down.



- Nintendo/8 Megabits
- 1 player
- GBC exclusive
- Game Link compatible
- 8 dungeons





Mild violence.

INDIANA JONES AND THE INFERNAL MACHINE

3

Rage against the Infernal Machine.

In a tip of the fedora to his N64 expedition, Indiana Jones cracks his whip in a miniaturized version of Infernal Machine. Graphically, the cliffhanger is about as pleasing to look at as an opened ark since the settings are awash in monochromatic colors and Indy's so small that his head looks like it's all hat.

But what Infernal Machine lacks in flash, it makes up for in whip-smart puzzles. You solve most of the stumpers by activating switches and moving blocks, and the majority of the puzzles are difficult, if not obtuse. Indiana is one Jones who'll be hard to keep up with, since the game sets you loose with little guidance and few obvious clues. Often, you won't know what you'll need to do next or where you should be heading. If you manage to figure out your destination, you can rely on the good play control, which makes jumping across ravines, swinging over gaps and rafting over rapids manageable tasks. As long as you're a patient player and a pro puzzler who likes to think, you'll dig Indy's challenging archaeological exploits.





COMMENTS: Jenni—Indiana Jones has jerky movements, limited abilities and an amusing resemblance to Pitfall Harry. The game works well as an exercise in frustration at first, but once you figure out where to go, it's not that bad. Drew—It seems like they just slapped a hot license on a half-baked game. Andy—Confusing, unintuitive and slow-paced. Alan—Though the indistinguishable backgrounds lead to a lot of unintentional plummeting from cliffs, the puzzles are top-notch. Let's hope this isn't Indy's last crusade. Oliver—A very in-depth game that should provide hours of adventure and puzzle solving.



- THQ/8 Megabits
- 1 player
- GBC exclusive





Mild violence.



RAZOR FREESTYLE SCOOTER

Scooting on the razor's edge.

3



It was only a matter of time before the latest craze to hit the streets and sidewalks of suburbia rolled onto GBC. In Razor Freestyle Scooter, the popular foot-powered two-wheelers become stunt vehicles for Crave's trick-based racing game. Sharp graphics, well-oiled controls, slick animation (who knew there were so many ways to wipe out?) and great, bouncy tunes highlight a breezy stuntfest that comes across like a junior version of Tony Hawk's Pro Skater with handles. Unlike Pro Skater, Freestyle Scooter's forced scrolling setup prevents you from turning around, but it's not a problem since the game is about freestyle stunt racing and not freestyle exploration. Besides, most of the fun in the game comes from the ramps, oil slicks and cross traffic that make your one-way path a dangerous road to travel. Along the way, you can bust out stunts galore and scoot over power-ups and coins that you can cash in for upgrades.

Maybe Razor Freestyle Scooter isn't the fastest or wildest of extreme sports (the action's more moderate than extreme), but Crave's Pak rolls out a polished stunt racer that's a smooth, decent ride.





COMMENTS: Andy—There is a nice selection of tricks, although they're way too easy to execute. Drew—It doesn't make good use of its license—you could just as well be riding a bike or a skateboard. If you are a scooter enthusiast in search of a thrill, consider getting wrist guards or a helmet instead of this game. Sonja—I was surprised by this game. It has good graphics and cool tricks. The play control is nice and smooth. Alan—Imagine Paperboy meets Tony Hawk, but infinitely lamer.

- Crave/8 Megabits
- 1 to 2 players simultaneously
- GBC exclusive
- Game Link compatible
- 7 tracks

ALAN
ANDY
DREW
OLIVER
SONJA





ALIENS: THANATOS ENCOUNTER

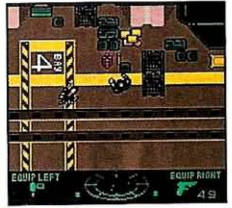
The aliens have landed.

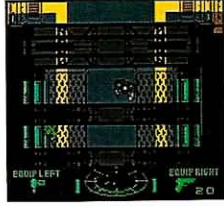
2½



The *Alien* movies seem perfectly suited for video games, and THQ's Thanatos Encounter is a shooter that valiantly tries to convey the thrill of the films. Somewhere in a giant spaceship, swarms of aliens are lurking, and you must send your five space marines one by one on a hunt for aliens and in search of survivors. If an alien defeats your marine, you must replay the level using another marine and find your comrade before the 200-second incubation period elapses. The race against the clock is a nice attempt at intensifying the game, but it can also be annoying since all of the aliens that your captured marine had exterminated will magically reappear when you mount your rescue mission (talk about *Alien: Resurrection!*).

The action can get frantic, but it's never as scary as it should be. The fact that you see everything from a bird's-eye view makes it even harder to feel like you're in the thick of things, and the graphics are just too puny (you fire little dots) to convey any sci-fi suspense. It surely won't send shivers up Sigourney Weaver's spine, but Thanatos Encounter boasts an original premise, large areas and difficult shoot-'em-up action.





COMMENTS: Sonja—Having limited time to save your captured marines is a fun element that enhances the game. The hit detection isn't great, though. Andy—The monsters are too tiny to be terrifying. Jenni—You can hardly see where your bullets are going. Oliver—The *Alien* movies make for interesting games, and this is no exception. Drew—The little scanner display is a nice nod to the *Alien* movies, but there is no sense of suspense or menace in the game.

- THQ/8 Megabits
- 1 player
- GBC exclusive

ANDY
DREW
JENNI
OLIVER
SONJA



Animated violence.



PORTAL RUNNER

The time has come for Army Men's one-woman army.



2½

The main appeal of the Army Men series is that it stars tiny toy soldiers fighting full-blown battles in war zones filled with relatively large, real-world items. Portal Runner is a spin-off of 3DO's miniature military franchise, but it doesn't rely on the Army Men toy theme. Instead it plops army brat, Vikki G. (formerly known as Vikki Grimm before she landed her first starring role), in a time-traveling side-scroller, where much of the kitschy humor and appeal is replaced by medieval, stone age and futuristic settings. Painted in splotchy colors, the unattractive settings lack the whimsy of Army Men's landscapes, and the layouts of the multitiered areas are downright dull and unexciting. Since the Army Men shtick is AWOL and unable to lend flavor to Vikki's time-traveling romp, fun game play is about the only thing that can save Portal Runner. Too bad that was lost in time, too.

The lion you can ride in select areas is cool, but the game's real saving grace is Vikki's sole weapon—her bow. You can change the arc and power of the arrows she shoots by adjusting how long you pull back on the bowstring. The controls are precise, but a spiffy weapon isn't enough to spruce up a generic game. Other than the archery aspect, Portal Runner misses the bull's-eye in the fun department.

- 3DO/8 Megabits
- 1 player
- GBC exclusive
- More than 36 levels and sublevels

ALAN ★½
ANDY ★★★
DREW ★★
GEORGE ★★★★
OLIVER ★★★



Mild violence.





COMMENTS: George—The hit detection and control are very tight. A solid action/fantasy platformer with colorful graphics and an interesting character. Oliver—It's Castlevania with a bow and arrow. Using the bow can be fun, but that's about it. Andy—It's odd but fun. Check it out. Drew—It's time for another weak Army Men title. Has it been two weeks already? Portal Runner is a mediocre side-scrolling shooter.





ESRB RATINGS

To contact the ESRB, call 1-800-771-3772.

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

- Early Childhood
- Everyone
- Teen (13+)
- Mature (17+)
- Adult (18+)
- Rating Pending

CRITICAL MASS

Each game's overall score is an average of *all* of the critics' scores. To describe their unique, personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

ALAN:
ANDY:
CHRIS:
DREW:
GEORGE:
JASON:
JENNI:
JILL:
OLIVER:
SCOTT:
SONJA:

COMING NEXT ISSUE . . .

Volume 145 June 2001

SUPER MARIO ADVANCE

Super Mario Advance



The man with the mustache will bound into a new era of handheld gaming in June as Super Mario Advance is unleashed on America. Nintendo Power will be there with maps in hand to help guide you through the retooled re-creation of Super Mario Bros. 2.

E3 Preview

Nintendo is ready to make a major splash at this year's Electronic Entertainment Expo. We'll give you the pre-event goods on the Nintendo GameCube's big debut.



Castlevania: Circle of the Moon



Konami's classic side-scrolling adventure series will soon return from the grave on Game Boy Advance. Our detailed preview will shine some light on the things that go bump—and then attack you—in the night.

Tony Hawk's Pro Skater 2



The Hawk is ready to kick-flip onto the Game Boy Advance, and you may not believe your eyes when we roll out our preview of the beautiful new title from Activision. Get an early look at all the moves and skating venues.

PLUS!

- F-ZERO MAXIMUM VELOCITY
- THE LEGEND OF ZELDA: ORACLE OF SEASONS/THE LEGEND OF ZELDA: ORACLE OF AGES, PART 2
- PITFALL THE MAYAN ADVENTURE
- RAYMAN ADVANCE
- IRIDION 3D
- DODGE BALL ADVANCE

NINTENDO POWER BACK ISSUES

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Volume 142 (Mar. '01): Pokémon Stadium 2, Paper Mario—Part 2, Aidyn Chronicles: The First Mage, Mickey's Speedway USA (GB), Magi-Nation (GB), Warriors of Might and Magic (GB), Scooby-Doo! Classic Creep Capers (GB), The Legend of Zelda: Oracle of Seasons Preview (GB), 2000 NP Awards Nominations.

Volume 141 (Feb . '01): Paper Mario, Mega Man 64, *Star Wars*: Episode I: Battle for Naboo, Player's Choice (Perfect Dark, Pokémon Stadium, Pokémon Snap, Super Smash Bros., Donkey Kong 64), Heroes of Might and Magic II (GB), Hype: The Time Quest (GB), Mario Tennis (GB), Pokémon Stadium 2 Preview, Magi-Nation Preview (GB).

Volume 140 (Jan. '01): Spider-Man, Banjo-Tooie—Part 2, The Legend of Zelda: Majora's Mask—Happy Mask Hunting, Tom and Jerry in Fists of Furry, Mega Man Xtreme (GB), Metal Walker (GB), *Star Wars*: Episode I: Obi Wan's Adventures (GB), Robopon: Sun Version (GB), The Powerpuff Girls in Bad Mojo Jojo/Paint the Townsville Green (GB), Aidyn Chronicles Preview, Heroes of Might and Magic II/Warriors of Might and Magic Preview (GB).

Volume 139 (Dec. '00): Banjo-Tooie, Indiana Jones and the Infernal Machine, The Big Takedown: WWF No Mercy vs. WCW Backstage Assault, The World Is Not Enough, Ready 2 Rumble Boxing: Round 2, Midway's Greatest Arcade Hits Volume 1, Pokémon Puzzle Challenge (GB), Pokémon Gold & Silver—Part 3 (GB), Donkey Kong Country (GB), Disney's Aladdin (GB), Marvin Strikes Back (GB), Paper Mario Preview, Mario Tennis Preview (GB).

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Volume 137 (Oct. '00): The Legend of Zelda: Majora's Mask, Army Men: Sarge's Heroes 2, Taz Express, Turok 3: Shadow of Oblivion, Disney by Design, Pokémon Gold and Silver (GB), Legend of the River King 2 (GB), Dragon Warrior I & II—Part 2 (GB), Mickey's Speedway USA Preview, Batman Beyond: Return of the Joker Preview, Nintendo Space World 2000 Report.

Volume 136 (Sept. '00): Pokémon Gold & Silver (GB), Gridiron Games 2001, Pokémon Puzzle League, San Francisco Rush 2049, Polaris SnoCross, Dragon Warrior I & II (GB), Perfect Dark (GB), The World Is Not Enough Preview, Army Men: Sarge's Heroes 2 Preview, Taz Express Preview, The Legend of Zelda: Majora's Mask Special

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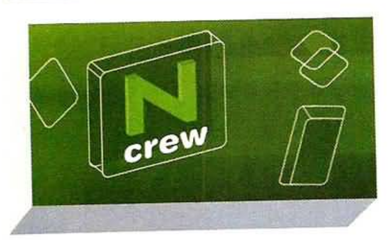


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